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GENER GUZMAN

Minecraft IV

The Story of Steve

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This is a work of fiction. Names, characters, places, and incidents either are the product of the author's imagination or are used fictitiously, and any resemblance to actual persons, living or dead, business establishments, events, or locales is entirely coincidental.

This book is dedicated to
all Minecraft gamers

ACKNOWLEDGEMENTS

I found Minecraft interesting for me to play and wanted to make some stories or shows about it. With me knowing Minecraft, I can have different experiences and have fun. I even take inspiration from the games that used to help me attempt to recover from a mental illness that caused me to struggle in certain areas of life, making life challenging and stressful in some parts of it. I even had fun playing Minecraft and searching up in order to come up with the “dots” that can help connect the story I am about to make. In addition to the already existing Minecraft worlds, I have already created many worlds through creative mode and come up with models that would help them become the source of one of my stories. This is very important because I am exploring ways for me to become good at things using my strengths.

Details coming soon.

FOREWORD TO THE EDITION

Coming Soon.

Hiring New Writers.

AUTHOR/WRITE NAME HERE

ONE

Bronze State, 1815

While I am sailing to a group of villages to connect them and name it Vice City, my brother-in-law is doing something west of Robloxia that just got developed since I started the voyage. He spends most of his money on his new mansion and almost the rest on others.

The mansion is located in Callahan Manor. The mansion is big with a horse stable and a big space. It is located just northeast of Bronze City and sits near the border of Bronze. It is the biggest and most perfect house in the entire world.

Unlike Robloxia, Bronze is not a blocky place. That means buildings and trains take advantage of not being blocky and are much bigger. Everything is much thinner than the outside world. The outside world has things that are at least one meter wide. Bronze becomes isolated from the rest of the world as the mayor bans travel outside the area. Nobody can enter or leave the Bronze area since the Mayor wants to hide their unique content from the rest of the world. This explains why there is a lack of Bronze features such as thin walls, surfaces, curvy things,

future inventions like guns and advanced structures. Instead, blocky communities use bows and arrows rather than guns. Also, structures are blocky too. The borders between Bronze place and the outside world are marked with a black fog that the mayor created. The fog makes refugees and immigrants sick. Those who are sick trying to enter or leave Bronze dies before getting a chance to spread the features to the outside world. Bronze is not the only place that is not blocky. Many places around the world are not blocky, but have only half the features as Bronze do. The only exception to this are trains which the tunnel leads to underground.

Until Bronze gets connected with the rest of the world, I cannot meet my brother-in-law anytime soon. My brother-in-law's name is EpicAlt099811. Once he wakes up one day on Saturday, he explores the mansion. He starts exploring by running around the balcony and exploring the attic. After exploring the attic, he explores the bedrooms and the upper living room. He goes downstairs and explores more rooms. There is a big living room, a kitchen, and a dining room. There are two doors leading outside the house, one in the front and one in the back. EpicAlt099811 eats his breakfast and heads outside.

Once EpicAlt099811 is outside, he calls his horse and hops on. He rides the horse towards the hunting cabin. On the way, there is a gap between the banks of the river and lake, so he lets his horse swim across the sea. However, the horse cannot jump, so EpicAlt099811 must lead the horse to the shore and ride more. He turns left at the next trail intersection and turns left again at the end of the trail. He passes the hunting cabin and shop and looks for several cabins. There are no cabins anyways, so he turns around and stops at the cabin shop.

At the cabin shop, EpicAlt099811 buys a knife for $100. He then goes to the tribal village to start hunting for tribal villagers. At the village, he explores all of the tents and steals corn for

lunch. After eating lunch, he explores more of the village and looks for someone to shoot at and kill. By 5:30 PM, he shoots at a random tent and leaves.

EpicAlt099811 leaves the village and heads back home as quickly as possible. To avoid horses swimming, he rides the horse to the ramp leading to the train tracks. He rides along the train tracks until he arrives home. Once he arrives home, he parks his horse at the stable and gets inside the house. Last, he goes upstairs to the bedroom and sleeps.

Once EpicAlt099811 wakes up again, a new week begins. He first starts the new week by eating breakfast and checking the backyard. The backyard includes the dangerous black fog that serves as a border between Bronze and the outside world, Beyond the black fog is a surrounding desert full of endermen, so anyone who leaves or enters gets attacked by the endermen and is teleported back to either inside or outside Bronze.

After EpicAlt099811 explores the backyard, he finds his way to the front door and enters the horse stable to ride the horse. He rides the horse south again, but turns right instead of left. That leads to the Bronze Lake Beach. At the beach, EpicAlt099811 parks his horse at the docks and swims at the beach. While swimming, he becomes scared that one of the fishes will attack and kill him, so he rushes to the surface of the lake and swims back to shore. After reaching the shore, the horse falls down and swims to the beach around lunch time.

EpicAlt099811 is not hungry and heads towards Bronze City. Once he gets near Bronze City, he discovers a church by 1PM. He enters the church and explores it until 2PM. At 2PM, he begins a weekly church mass by reading the prayer and praying, especially that today is Sunday. During mass, he talks all by himself, pretending to speak as a priest to the audience. By 3PM, the church mass is over, and EpicAlt099811 leaves.

When EpicAlt099811 leaves, he rides the horse towards Bronze City. Just before reaching Bronze City, he turns left and heads towards the prison camp to see how terrible life in the camp is. He heads towards the fort instead of the camp. He observes the fort to be very dangerous and becomes scared again that a random soldier would shoot and kill for no reason. As a result of the fear, he heads back home as quickly as possible. Because time is running out when bedtime is coming shortly, he is in a rush. Luckily, a train is coming, and EpicAlt099811 hopes to hop on the train with the horse shortly. Instead of hopping on the train safely, EpicAlt099811 and his horse falls out of the train and gets hurt. They wait 30 minutes before heading back home the same way as yesterday, going through the train ramp and the train tracks.

Once EpicAlt099811 arrives home, he parks his horse at the stable yard and rushes back home. He settles down for a little bit and goes to sleep without lunch and dinner. He never feels hungry during the day, and the horse does most of the stamina.

EpicAlt099811 wakes up again and gets ready to leave for Bronze City. He is also looking forward to exploring Bronze City and the wild west. After exploring the wild west, he plans to go underground and sneak out of the Bronze area to travel west into the continuous blocky world. After planning, he goes out of the mansion to start the adventure,

EpicAlt099811 goes to his horse stable and hops on his horse. After hopping on the horse, he heads towards the train station. Once he arrives at the train station, he rushes to catch the train. When the train arrives, EpicAlt099811 hops on while the train passes the station without stopping. After getting on the train, he relaxes and enjoys the ride until the train turns into the wrong direction. As soon as the train heads out of the Bronze Area and into something unknown, EpicAlt099811 bails out and calls the horse from the station to come.

The horse arrives shortly, and EpicAlt099811 hops on. EpicAlt099811 rides towards Bronze City. Upon arrival, he slows down the horse to walk as horses should be walking in the town and city. Once in the city, he turns right and parks the horse between the clothing shop and the horse stable. By the time the horse is parked, EpicAlt099811 is hungry for lunch. He goes to the restaurant to eat lunch. Once he goes inside, he is encountered by a wanted citizen who wants to fight. He runs away from the duel man and explores the city. He looks for a job on the way and makes his way to the police station. Once he arrives at the police station, he explores and becomes a police officer. As a police officer, he explores more of the city. While exploring, he goes to the general store to buy a free pickaxe and looks for more items. He goes to the gun shop and buys $40 for two dynamites. These dynamites will be used to mine as well. After buying, he explores the clothing shop and places until the alarm sounds for a bank robbery.

Once the bank is robbed, EpicAlt099811 explores the bank and looks for criminals to stop by. One criminal threatens EpicAlt099811 with a shotgun, but EpicAlt099811 runs away and avoids getting shot and killed. EpicAlt099811 proceeds to explore the hospital and the construction site. He explores the mayor's office and finds out that there is no mayor, so he attempts to become a mayor. However, becoming a mayor is very expensive, and EpicAlt099811 does not have enough money to become a mayor. By the time EpicAlt099811 is done exploring the city hall, he returns to the restaurant to eat dinner. Before dinner, he encounters a criminal and a friend to help with. A friend ties the criminal, and EpicAlt099811 shoots the criminal to death. After arresting and killing the criminal, he finally eats his dinner.

After dinner, EpicAlt099811 goes upstairs and finds a money bag. He takes the money bag and earns a bounty, resulting in violation. He gets fired and goes to sleep.

When EpicAlt099811 wakes up again, he gets ready to explore the rest of the Bronze area and leave for good. He goes downstairs and plays the piano. Just after playing the piano, a police officer arrests EpicAlt099811 and sends him to jail. EpicAlt099811 was released a few hours after the arrest. After getting jailed, he goes to the horse where he parked about a day ago. Once he hops on the horse, he rides towards the mines. He enters the mines nearby and follows the minecart tracks down. Once he goes down enough, he gets out his pickaxe and mines a little bit of the stone. He then attempts to mine redstone but fails. He notices that he needs a stronger pickaxe to mine redstone in which he does not have enough money to afford. He goes down more and spots a group of ores. He mines coal ore three times and ignores the others, including the iron. He then explores more of the mines until around lunch time.

Rushing back to Bronze City, EpicAlt099811 returns to the surface and exits on the west side of the mines. He rides his horse on the way to Bronze City. He attempts to eat lunch at the city and plans to either explore the wild west of the Bronze area or wait for the train to arrive. However, he is afraid that he would miss the train leaving Bronze if he explores the entire wild west area. This means that he has no choice but to hang around Bronze City until the train arrives. He looks at the map and expects that the train is not coming anytime soon. By the time he goes to the train station and gets a ticket, the train is on the western side of Bronze. EpicAlt099811 is expecting that train to come to Bronze City and get on to leave the area. However, the train turns away from the direction to Bronze City, and EpicAlt099811.

EpicAlt099811 is feeling tired and decides to take a rest at the train station during bedtime. He explores more of Bronze City until sunset. After that, he takes a nap at the train station. Because he sleeps at the train station on the beach, he has a hard time sleeping because

he is more used to the actual bed instead of sleeping on the hard benches. He finally sleeps for only a few hours until a sound and a rumble is heard. Once he hears the sound, he wakes up and looks at the train arriving at the station. However, there is no passenger car in the train, and the train appears to be a freight one. The train stops at the station mainly for cargo.

However, EpicAlt099811 hops on the train in the back car. Once he gets to the back car, there are no seats or beds there. He enjoys the ride and climbs up on the coal cars. He stands on the coal in the coal cars for a few hours. He then goes back to the back car and attempts to sleep on the floor. Once the train enters the tunnel, EpicAlt099811 falls asleep.

TWO

Savanna Village Florida, 1821

Shortly after thinking about my brother-in-law in an isolated, advanced area of the world, We are getting close to the savanna village. We pass the desert pyramid and head to the village. We park the boat at the shore dock. When we get to the shore, we have to go up a steep hill to get to the village, but we cannot climb that steep. As a result, we have to climb around the steep trail to get to the village since the surrounding area is less steep than the center.

Anyways, we arrive at the village. Now we are thinking of where to place our grand house. Since we come into the village strong, we are thinking of replacing the old village government with our stronger one. Whenever we move into the village, we tend to place our home right next to the center of the village where the gatherings take place. We explore the village and look for the center. We arrive at the center and place the house just south of the gathering site, so the villagers can have easier access to the capitol building. When we build the house, we build the same structure as the houses we have built in the past.

We spend most of the day building our new house for the savanna village, but we are spending only three days, including today. This is our first day in the village, but we are going to leave on the third day. Today is Saturday, so we are just enjoying the weekend arriving and settling down. This means the first two days are weekends while the last day is Monday. We believe Monday would be our busiest day since we are trying to spread our new American culture into the village. Our purpose of developing the village is that we are trying to make the culture widespread across the United States. After the third day, we are discovering villages that are nearby and then connecting them through trails and railroads for better transportation.

After placing our site for the house, we dig the perimeter of the site which is 36 meters. However, we only dig 34 cubic meter blocks. This is used to make way for starting the base of the house. After digging the perimeter, we dig the interior of the house which is 64 m^2. We need 64 acacia blocks to cover the interior of the house plus four blocks to cover the doors. That means we need a total of 68 blocks. The front door is located at the center of the house with the right door intended for entering the house and the left door for exiting. The back doors are on the far left and right side of the house that leads to the backyard. After digging the base of the house, we build the base and the lateral surface of the house with glasses and doors. We then build the roof of the house and fences around the backyard. The backyard is the same area as the house, meaning the combined property is about double the house and the yard areas.

After building the basic structure of the house, we add furniture in and organize the house in the same way as the ones in the past. We add a crafting table, furnace, several chests, item frames, and of course, bed. By the time we are almost done building the house, we need to go to bed. We organize and empty our inventories as fast as we can. Last, we go to sleep.

When we wake up, we still have things to organize. Because we were not given enough time yesterday to fully organize the items into chests, we spent a little bit of time organizing all of our items into our chests. However, we do not need to organize as much as we can because we are only planning to stay in the village for three days before moving off somewhere to another village down south. All we organize is our essential items that we use so often. We pack up everything we need because we are planning to go to the pyramid and start our own mass praying there. Our plan for today is that we are going to spend part one of the mass at the pyramid, hoping we are able to invent and improve our explosive industry such as TNT, fireworks, canons, etc. We pack up everything we need for an adventure except for the armor. For any adventure, we need to pack up our weapons, tools, torches, personal items, blocks, etc.

When we are ready to go, we head off to the boat and sail towards the pyramid we just passed yesterday. We eventually arrive at the pyramid and explore the areas around. We find ways to enter and exit the pyramid before exploring every single floor. Unlike a normal pyramid and temples, we feel like we are in the safest pyramid and temple in the world since there are no hazards or monsters living in the temple. This means the temple seems abandoned.

In the middle of the day, we spend our entire lunch break and the afternoon praying and hoping for ramping up explosives using gunpowder. That means we hope we are able to invent many weapons that do explode such as TNT. We also think we can invent cannons that fire explosives as well. However, not every explosive product is a weapon, but all of them are dangerous if a user is careless and irresponsible for the usage of any explosives. Fireworks are explosives mainly for celebration. We launch the rocket up, and the rocket explodes in the sky with colors based on the type of crop or dye we use to craft the fireworks.

After spending time in the safest pyramid temple, we head to our boat and sail back to the village. When we dock at the same shore as yesterday, we head back home shortly. We proceed to think of what to craft based on the research on the pyramid a few hours ago. However, villagers start gathering nearby, and we are thinking of either looking for a church or celebrating mass during daily village gatherings. We proceed to do both for the rest of the day.

At the beginning of the gathering hours, we explore the village and look for a church. However, there is only one building that looks like a church just straight north of the gathering. When we get to the building, we learn that the building is not a church but is instead a house where a rich villager lives. We looked around until the middle of the gathering.

Once we give up looking for a church, we celebrate our mass while gathering with the villagers. We give the prayers and speeches from the church to the gathering. Most of the villagers are listening to us since the village does not have a church yet. This is why we are planning to expand and develop the village a little bit more tomorrow.

After the gathering, we head back home shortly and organize the house as much as possible. We feel a little bit hungry, but we go to sleep anyway.

We wake up on our final day at the village. We eat bread at the beginning of the day and start packing up everything we need. We basically pack up everything the same way as we do whenever we leave a village to move our homes to another location.

We pack up starting by taking our beds with me. We pack up our essential items in our inventories such as furniture, personal items, food, etc. All nonessential items go into our chest in our inventories. Nonessential items include extra blocks, materials, and anything that are used for industrial purposes. Finally, we leave the house and sell for more emeralds.

Shortly after selling the house for emeralds, we use some of our nonessential materials to power up the village just before leaving for another village.

We plan that our village is going to be twice as big and powerful as ever before. We are expanding the village outwards and using infills to fill the village area with properties except for parks for anyone to enjoy. We are adding new features of villages such as churches, factories, modern buildings, etc. We also plan to add a railroad system within the village. After developing the village, we are going to build connecting trails between villages we explore as well as widespread rail travel across the state. We are also hoping for the widespread rail system that includes rail travel from the savanna village all the way to the village of Robloxia.

We spend the rest of the morning, noon, and the first half of the afternoon building a widespread village rail system the same way as the Robloxia and the British rails. We start building rails from the center of the village all the way to the northern side of the village. The rails that cross the village trails are on top of the gravel while ordinary rail sites that do not cross the trails are made out of cobblestone. However, we run out of time by the time we reach the northern side of the village. We give a note to the village construction group to finish developing.

After giving a note, we head to our boats and finally leave the village. Once we leave the village, we sail our boat south, so we can reach another village that we can spend a better time with and develop the village more. On the way, we head south towards the end of the wide river. At the end of the wide river, we sail into the thin river and spend the night there. At night, we go to sleep and let the boat travel in cruise mode while we go to sleep.

THREE

Washington Village, Florida

We spent the entire night on the boat trip to a random location south of the savanna village we visited yesterday. By the morning, we see a village ahead, so we head toward the village and dock the boat at the nearby wooden docks. Once we arrive at the village docks, we find our way to the center of the village. On the way, we walk through the grass paths and wooden trails that lead to the center of the village, surrounded by swamp water. The village seems to be sitting in both the swamp biome and dark forest biome. The eastern side of the village is mostly surrounded by swamp water while the western side of the village is covered in the dark forest. The southern part of the village is the closest to the temperate plains biome.

Eventually, we make our way to the center of the village. The definition for the center of the village is indicated by the big intersection with a bell where daily gatherings take place. In the swamp village, the center and the gathering area is located around the well. We examine the areas around the well and look for a place to build our house. There is almost no place to build a

house around the well. The biggest spot to build a house has holes that lead to the cavern down in the mines, but we can still build our house above it. In fact, we can even build access to the cavern directly from the house as well. We can cover the holes with wooden planks that serve as the floor of the house. After we confirm our location, we start building.

We begin our building by placing bricks around the perimeter of the house. We tend to use brick blocks to build our new house when we stay there for long periods of time. We tend to use stone and wooden planks to build our new house when we stay there for only a short time. Because our property wraps up parts of the well intersection, we have to build around the gathering site. As a result, the base of the property is not a rectangle, unlike the others we built in the past. Also, we tend to give one meter of space between properties, so we have to build the front and back sides of the house that are even amounts of meters long each. That means on the right side of the house, we build two meters of door space with two doors in front and another space in the back. That creates a hallway between the doors of the house.

Next, we create our backyard. Our backyard pattern is odd because there is a tree blocking our original building pattern for the backyard. As a result, we have to extend the length of the backyard from the house to over 13 meters long instead of 11 meters. We build fences around the yard and look for a place to build the gate. At the right side of the backyard, there is a trail that leads to the center of the village, turning left. Based on the location of the trail curve, we place the gate and continue with building and organizing the house.

Finally, we place furniture and organize the structure of the house. For village security, we place iron doors at the front door with stone buttons. We organize the same structure as in the past. We create a hole leading to the cavern mines. Last, we finish and go to sleep.

When we wake up the next day, we spend a little bit more time wrapping up the construction of the house. We organize our items again for a few hours and explore the new house. After organizing and exploring the house, we get ready for a new set of adventures. We pack up our usual and essential items. We plan to explore the village to go counterclockwise and return back home by lunch time. Then, we leave the house and start exploring.

Once we leave the house and turn right, we find our path blocked by the tree. We quickly chop the tree and make room for our trail. We walk to the end of the trail before we have to turn left. We see a weird type of village, who happens to be a zombie villager. We fight off the zombie villager with diamond and iron swords. We explore the western side of the village covered by a dark forest. We explore every house and workplace there, including a blacksmith. Once we get to the blacksmith, we find something useful. There is a lava we can pick up later to discover something new again. We find a chest inside the building and just pick up one piece of bread. After visiting the blacksmith, we travel south again towards the end of the trail. At the end of the trail, we expand it using shovels to connect it to the other trail at the southern side of the village. We explore the southern side of the village followed by the center of the village. Another blockage is encountered when we see hays blocking the trail. We remove them using several tools. After that, we explore the rest of the village heading back to the center. By the time we head back to the center, we feel hungry. Anyways, we explore the eastern side of the village which is surrounded by swamp water, including every building there.

Once we return to our house, we take our lunch break and actually eat lunch. We cook chicken for lunch and wait a few minutes. After a few minutes pass, we eat chicken and apple for lunch. We wash our hands together and begin the afternoon.

We start the afternoon by going to the library just across the trail. The library is much better than the ones we visited in the past. It is bigger and longer. It has a second floor and more space to enjoy the reading. We pick our book and get interested in architecture. We read books about architecture and research about it. We examine our building skills in the past and learn how to improve our building skills. These skills will make our buildings and structure more American. After reading, we plan on spending two days towards the weekend developing the village and using new architecture to build new shelters, factories, and railroad transit.

After researching architecture and planning on using it for development, the night falls, and we attempt to go to sleep. However, something is wrong before sleeping. It seems like there are monsters nearby which prevents us from sleeping. We fight off a skeleton and a spider. A creeper blows up the back left corner of the backyard. Finally, we go to sleep.

After waking up, we find ourselves injured and hungry. We start the day by eating bread for breakfast. We then get ready to start our development of the village. To develop the village, we must build factories and industrialized features in the village. Next, we expand them to make them widespread across the village and the surrounding villages. This means that we are going to industrialize the village and cause villagers and rural people to undergo urbanization. As a result, the village will reach town and city levels. This is our plan to start our goal.

After planning, we get out stuff that was destroyed yesterday by the creeper. We pick out fences and dirt blocks and use them to repair the backyard area that was destroyed. After repairing our property, we pack up and get ready to start our big goal. Once we gather everything we need, we look for a spot to build a factory. We tend to build factories right next to bodies of water, so we can power them up using water frames. We established a construction site.

The construction site happens to be on the northeast corner of the downtown district of the village which is just across the trail from the side of the house. At the eastern end of the site, there is a small bay we can use to power up the factory. We built the factory the same way as we built the house two days ago. We face the same problems when we build the base of the house and factory. This time, building a factory is slightly easier than building a house. Plus we are given a little more time to build, so we do not have to rush to get the building done by the end of the day. However, the factory is going to be smaller than the ones we built in the past, but it is going to include all of the types of machines and industry instead of focusing on one.

The factory has the same structure as our house with a few exceptions. The width of the factory is odd instead of even, so we can build windows evenly on the back of the factory. On the front of the factory, we build a total of two door spaces with two doors each. That brings to a total of four doors in the front of the factory. The light source is also different. Just like building structures in Robloxia, we place lanterns instead of torches. Then we build different machines in the factory. We build four crafting tables near the front of the factory. We build two regular furnaces on the sides of the factory and a blast furnace at the center. At the back of the factory, there are two large chests on the front and left sides. The left chest stores materials while the right chest stores items waiting to be sold by businesses across the village. In between the chests is an anvil, which is used to repair and renew items. The anvil is useful because if a weapon or tool is almost worn out, we can always use the anvil to repair and renew them.

We take our lunch break and eat apples for lunch. After finishing the main part of the factory, we build a water frame at the very back of the factory, using the water as a source to power up the factory. We plan for widespread industrialization. Last, we sleep.

When we wake up, we get ready for our last big project for the week. We are so excited for the weekend because of Friday. Without breakfast, we get ready for construction by getting our hotbar items and foods for lunch. We also need certain blocks and other tools as well. We need mostly cobblestone and gravel. Then we need all kinds of tracks, including powered and detector rails. Of course we need a minecart as well to test at the end of the day.

We begin our work by mining cobblestone counterclockwise from our house. We start construction by placing cobblestone where the central station is. We then dig well into the mushroom forest within the village limits. We have to dig around the tree, so that we do not need to cut down the trees. We also need to save trees as well. By the time we are almost finished with the northwestern portion of the track, we feel hungry for lunch.

We take our lunch break by eating apples for lunch followed by planning to finish the railroad transit system for the village by the end of the day. We then follow the plan.

We continue by building cobblestone trails with tracks in the western portion of the village. We also place a potential for a station for the southwestern side of the village. This is our second station, so we are planning to build only two stations for now. Anyways, we continue to build the southern portion of the track The southern portion is about as short as the northern portion we build way early in the morning. Then we turn to the final section of the track.

The final section of the track is as long as the western portion of the track. It runs along the central trail of the village and crosses the trail just before reaching the central station. We have to build the rails around the small animal stable and then make it cross the trail.

At this point, we are almost done building. All we need to do is to finish building the track along the central station and make it cross the trail again to make a loop. As a result, the

railroad transit is complete, making minecarts moving around the village possible. However, we still have several steps to do. Next, we have to add a minecart and test it around the new railroad. At every station, there is an inactive powered rail used to stop the minecart and lower the odds of minecarts passing the station. At the end of the station, there is a powered rail that speeds the minecart, so the minecart moves fast which makes railroad transit the fastest mode of transportation in the village. Once we pass the minecart test, we have one last step to go. And that is to open the railroad transit to the public, so any villager can use it to get around fast.

However, the night is falling shortly by the time we finish the track. As a result, we are not given enough time to test and pass with the minecart. We settle down and get ready for sleep. We skip dinner and explain why we do not build the railroad in the east. The east is filled with swamp water which makes building expensive. We go to sleep.

Once we wake up, we are planning to enjoy the weekend. Testing and passing the minecart in the tracks does not require lots of work. We think of the last steps as fun. Because these are fun, we proceed to the plan for today. Before all of that, we eat bread for breakfast and pack everything for the weekend. All we need is a minecart and everyday items we bring whenever we go out. We placed our minecart at the central station. Before testing, we dig grass paths for the two stations. The central station does not require any work because it is connected to the center of the village where the gatherings take place. The southwest station does require lots of work. We dig a unique grass path that leads to the station. There are two trails leading to southwest station. The main trail is located from the western trail. The other trail is located from the southern trail. It is only one meter wide, so there are extra rules. Once a minecart stops, villagers exit through the two trails then waiting passengers enter the station.

Once we are done finishing the stations, we return to the central station, ready to test. The railroad system is not open yet. We still have to test. We start testing by moving the minecart in the correct direction. We move fast towards the southwest station. With inactive powered rails, we stop at the station where the villagers can exit or enter. There are no mistakes so far. Then we leave the station and return to the central station. Once we return, we pass the test. We return home. We have our next adventure to go to which is the mines just under the house.

Just before the adventure, we start to open the railroad transit to the village. After opening the transit, we return home and bring everything we need. We pack up from every chest, including the food. Once we climb down the ladder, we see a creeper and three zombies. We kill the creeper with a bow and three zombies with swords. Luckily, we have our clock and compass, so we know when to sleep and when to start returning based on the distance.

We start going into the cave. We place torches on the way whenever we feel like the cave is dark. We mine some coal and iron on the way down the mines. Our goal is to mine and find lava, so we can discover something new with the lava. We mine down and down, as long as we have enough time. There are no monsters in the mines, so we feel safe. We are still far from the night, so we continue to mine down. We learn not to mine straight down, so we do not need ladders. The costs for mining straight down is that we are more likely to fall into lava, burn, and eventually die. Anyways, we keep mining down and around just like the stairs.

When we feel like we are going home by the night, we start to resurface. The amount of time to resurface is much shorter than going down in the mines since we do not have to mine again to go home. We resurface during sunset. When sunset ends, we are back on the ladder to go home. We return home and settle our items down. Last, we lay down and go to sleep.

We are sad that we failed to obtain lava from the mines yesterday after waking up. However, we encounter lava somewhere in the village. We believe the lava is at a local blacksmith located on the western side of the village. We pack up everything we need for the weekend, including buckets. We have to be careful not to lose any lava there too.

We leave the house and head to the blacksmith. At the blacksmith, we fill several buckets with lava without losing the lava from the original location. Then we head back home and examine the lava and learn how they work, including interaction with other surfaces. We then head downstairs to the mines and see the best location to make a very rare block. Obsidian is made by mixing in water and lava together, a very hard block that is dark purple. It is so hard that no explosives and any pickaxe can mine it except for diamond pickaxe. There is a lot of water down in the mines, so we collect that with the other buckets too. We dig and mine a tub to mix lava and water together. As a result, lots of obsidian is made. At least ten of them are made just by mixing the liquids in the tub. Once the obsidian is made, we use our pickaxe to mine them. We spend hours mining all of these obsidians all together. With obsidians, we believe we can produce stronger items or even build new structures with it. However, it turns out that the main way obsidian can be used is by building a portal that leads to areas below our world.

We built our portal inside our former mixing tub. We go upstairs and get the flint and steel, so we can light up the portal. Once we light up the portal, a purple substance is made that teleports us to an area unknown. Shortly, a zombie pigmen shows up. Unlike normal zombies in our world, zombie pigmen are not hostile to us unless someone attacks the pigmen.

After inventing a portal, we resurface up in order to enjoy the Sunday mass. We are not given enough time to jump into the portal and see the unknown. We believe god does not allow

us to go to the portal on Sundays since the place may be dangerous with powerful monsters. Once we resurface, we look for a church around the village. We look for one in every region of the village, but there are no structures or buildings that look like a church. It turns out, there is a lack of a church building because the mass is held during the gathering instead.

We gather at the center of the village with all of the other villagers. We present several speeches to the villagers. However, most of the villagers who gather become stuck inside the well. They cannot jump high enough to leave the well. They are constantly wet all the time. As a result, we decide to mine the well a little bit and rescue all of the villagers. We return home and grab the fence gates. We place the fence gates on the well, so that no villager can become stuck again. It turns out that villagers who attempt to drink or obtain water from the well become stuck which makes the well dangerous for the village. However, that will not happen anymore because only villagers who are responsible are able to open the gate and carefully use the well.

By the time the mass and rescue is over, we return home during sunset. We settle down for the night and get ready for sleep. Last, we lay down in our beds and fall asleep.

FOUR

We woke up the next day. Monday is better than Sunday to go through the portal and head to the unknown. We plan to make our adventure in the unknown the entire day. We pack up everything we need to go to work. We also need to armor up since we are going to the unknown, and there may be dangerous monsters during our adventure. We double check to make sure we have everything we need and that we are safe to go through the portal.

We start our adventure by heading downstairs and into the portal. We check again to make sure we have everything we need just before entering the portal. We head up the water and enter the portal by standing there. We feel the effects of getting teleported to the unknown. The purple substance dissolves us without killing us but teleporting us somewhere.

After we are teleported, we find ourselves in a place that looks like hell. We do not know where we are in the world. It turns out that we are in the layer just below the mining limits with bedrock being located 62-63 meters below sea level. Obsidian is the 2nd hardest block in the

world, behind bedrock. Unlike obsidian, bedrock cannot be mined or exploded by anything. It is unbreakable for now until a new technology is discovered that allows bedrock to be broken by people. We are in layers below the bedrock level though.

We are located in the underworld layer of the world called the nether. The nether has slightly different behaviors than the normal world due to high temperatures. Diamond armor can withstand the hot temperatures. Without armor, we would burn to death. Light becomes more common and long-lasting than in the normal world. Some functions can be dangerous in the nether. A good example of this is when we try to sleep in the nether. The reason why the bed explodes in the nether is because of both high temperatures and the causes of clock and compass malfunction. In the nether, clocks and compasses malfunction because they are designed to only function above the bedrock layer, not below it. Another reason for this is because of the temperature. Finally, the scale of the nether to the overworld is eight. That means traveling one nether meter equals eight normal meters. One nether square meter is equal to 64 normal square meters. Finally, one nether block is one cubic meter or 512 normal cubic meters. This explains the reason why we weigh 512 times heavier than normal. The nether is below the crust.

In the nether, we gain lots of soul sand and netherracks. They can be used to craft even stronger items than we have right now. Once we get to the nether, we find out that we are much safer than expected. There are lots of zombie pigmen in our area, but one of them is hostile. Anyways, we continue to mine lava blocks and lots of quartz. We mine nether racks at least 32 nether meters away. We come back to the world to check the time. We continue to gather and gain more materials from the nether. After exploring far enough and gain enough materials, we return home and examine the new items we got. Last, we enjoy the night and sleep.

We wake up, ready for the second day of the nether. We pack up the same way as we do yesterday with the same items. We climb down the ladder and enter the nether portal. Once we get to the nether, we gather four cubic liters of lava nearby with the bucket. We have to wear diamond gloves for that because the lava is so hot that we cannot touch the bucket with our bare hands. Anyways, we explore more of the nether, meaning we go into the unknown.

We are feeling the fear of adventure. Even though the area around the portal is safe, other areas may be more dangerous with dangerous monsters being discovered. We have to be careful and get ready to fight off. We start our adventure by going up the nether hill and discover more quartz ores. We mine all of them before we continue to explore. At this point, we are midway through the morning, even when we do not know the time. The clock and compass does not function the way it is in the normal world, so we have to use our counting brain to check the time. We do not have the skill yet, but we will learn how to do so.

At some point when we explore, we spot a nether slime. The slime heads towards us but does not attack. We kill the slime to obtain the drops, so we can do something useful with it. We continue to explore the nether more until we spot a glowstone light. We have not seen that kind of light ever before in our lives. This is the first time we see that kind of light. Anyways, we jump up and use the pickaxe to mine the glowstone light. However, the light breaks down which causes the light to be broken and unobtainable. We then do this several times.

We then continue to explore the nether until we discover a new type of powder. The new powder is glowing which can be useful. We believe that the powder is a material to craft a glowstone block just like those out in the nether. We collect a few powders. Then we continue to explore until we feel like we are far enough. Once we are far enough, we calculate and believe

that by the time we get to the portal, sunset would pass. Anyways, we turn around and head almost the same way as we explore during the adventure. We forget some routes which causes us to become a little lost, but we manage to get through the unknown. Eventually, we see the nether portal from the other side and look for ways to go downhill without falling. We slowly travel downhill without falling to death. We eventually make our way to the portal.

Once we get home, our clock and compasses function again. The clock and hunger level indicates that we have to eat dinner and go to sleep shortly. This means we arrive just when the night has started. We eat apples, carrots, and potatoes for dinner. After dinner, we place everything in our chest, including the new nether materials and items we have. We also place our normal adventure items away as well. We plan for a few minutes about leaving the swamp village and heading to another one by horse. Last, we go to bed and sleep.

Once we wake up, we spend half of the morning packing up and getting ready to leave the house for good. Our plan is to move our home to another village, so we can develop and industrialize it. We place all of the important and most essential items in our inventory. We keep all nonessential items in our chest. Instead, we pack them inside our chest. The chests themselves are considered essential items that carry nonessential items during our trips. We remove almost everything in our house, including all of the furniture. All furniture is considered essential, so we place them in our inventory. Finally, we sell the house to the mayor and leave.

Once we leave the house, we look for a horse to tame. There is a wild horse near the horse stable we can tame. However, we spent the rest of the morning taming a horse. We continue to tame a horse using several items until we are able to ride with our bare hands. The horse kicks us out before we ride again. This happens several times until the horse gets used to

being ridden by us. Once the horse is tamed, we place both our saddles and diamond horse armor. We then hop on our horse and start to leave the village.

Once we ride the horse, we leave the village and head to the southwest corner of the village. From there, we leave the village and head directly west for several meters. Once we hit the birch forest, we head northwest again and crash into several birch trees. Eventually, we make our way to the lake that is under a mountain. We let our horse swim through the lake and up into the mountains. We continue into the small mountain until we make our way to the taiga biome. We ride through the taiga biome for a few hours with several crashes into trees. This is the last biome we are in before we have to go to sleep. We continue to ride the horse.

Eventually, we see another village just before the night comes. Just before arriving at the village, our horse and we are suffering from the plant. The plants happen to have spikes, so they harm the horse and us. We use our tools to remove the plant and throw them away. Then we take our horse to the village. Once we arrive at the village, we get off the horse and build a tent.

The tent we are building is small with a small horse garage. We quickly build the tent into the night while we recover from the plant damage. Finally, we place our beds and sleep.

FIVE

Vice Town, Florida

After spending the night at the taiga village, we wake up and pack our tent up to our inventory. We get back on the horse and continue to ride around the swamp for over a kilometer. After traveling a kilometer, we end up in the mountains biome where we continue traveling and taking a break. We put out our body waste into a nearby water stream in the mountain while the horse enjoys the grass meal. After the break, we continue to travel until we see a village down the hill. We stop just before going downhill because steep traveling downhill can lead to fall damage. There is a river which blocks us from going to the village. We have to look for a way to go downhill safely and get to the village. However, there is a river gap we can travel two, and the downhill section is less steep than the rest of the mountain. As a result, we travel down as slow as we can. Then we make our way to the bottom of the mountain and continue to travel. After that, we have an easy time traveling to the village. Eventually, we arrive at the village and look for a place to build our house. We make our way to the center of the village to park the horse.

At the center of the village, we look for a spot to build our house. The northeast corner of the center is the best place to build our house, and the horse wanders there to eat again. Before building, we plan how we build the house and how to organize it. We plan to build a 9 x 11 house, meaning the house 9 meters wide and 11 meters long. For the height, we always build four meters above the ground level, so the interior of the building is three meters high.

We dig our site to replace grass for wood. We dig the entire interior of the floor. We dig a total of 63 blocks of dirt within the interior plus four more for the doors. That brings a total of 67 dirt blocks that we have dug so far. The doors are going to be located on the front and back of the house. For the front, two doors are going to be placed with one on the right and one on the left, just one meter from the center of the house. However, the back doors are located on the extreme sides of the house. The front doors lead to the main village trail while the back doors lead to the backyard. After digging and planning for the doors, we build the walls and roof of the house. After completing the exterior of the house, we built the backyard shorter than planned because of the mining obstacle in the way. Then we started to locate the horse garage.

By the time we start building the horse garage, thunderstorms come to the village. As a result, we build a brick shelter in the horse garage. Unlike buildings, horse garages do not have walls but instead a fence like other animal storages. However, animal storage facilities can have a shelter to protect them against the weather such as thunderstorms. Our final step to finishing our garage is riding the horse to the garage and making sure there is food provided.

We come back home and finish the house. We place our furniture and house structures inside. We organize them the same way as we did in the past. We place all of our essential and important items in the chests. Last, the night falls, and we start sleeping.

As soon as we wake up, the weather clears up. We start our first project of the village which is building a fast railroad transit for the village. We pack up everything we need to build, so we pack up based on previous construction projects we completed in the past. We plan to start at the center of the village and dig all of the soil needed to build concrete. Then we plan to place tracks with redstone technology too. Just like other railroad projects, we also plan to replace grass paths with gravel that crosses the trails. Finally, the railroad transit is going to circle the entire village except fhr the eastern portion since it is not developed yet. We plan to add the eastern station once the east district of the village is developed. For now, we plan to add three stations which are the south central station, the north station, and the west station.

We start digging up at the location where the south central station will be, which is just south of the main trail. Despite the right-hand traffic that the villages use, we feel like we are digging clockwise. We continue to dig clockwise, so we dig west from the south. At the southwest corner, we turn the digging to the north, so that the digging path is parallel to the western trail. We continue to dig through the future west station until we go downhill. After that, we turn right and dig a few meters away. Then we skip the digging because this is the first time the site crosses a trail. The crossing is the biggest and widest since the west trail at the northwest corner is one of the widest trails in the entire village. Anyways, we continue to dig east and skip a few sites due to the trails blocking the way. We are not digging the grass paths and placing cobblestone until we are able to place tracks there. Finally, this is the first time that the railroad site is located in the inner areas of the village because of the swamp up north.

After finishing the northern portion of the digging, we dig southwest towards our home where the site just passes our backyard and a little bit of the house. We continue to dig through

the eastern portion of the village until we encounter hay. We dig the railroad sites around the hay and skip a gap on the digging to finish the first part of the project. We dig south and look for the corner to make a direct turn to finish the loop. We count the meters of the digging and follow the digging path towards the corner. Once we get to the corner, we turn right again. Eventually, we dig until we loop our digging. After looping, we complete our first part of the project.

The second part is all about replacing the trench we made with concrete and cobblestone. We gather enough concrete from our inventory and quickly fill up the trench. This time, we follow counterclockwise since we learn the right-hand rules of North America. We follow the trenches we dig so far until we loop back again, completing the second part of the project.

Our third part is about placing tracks and knowing where to place special rails based on the station and hills. We place a few tracks around the central station during sunset. Then we go home and settle down. We attempt to sleep but fail because we hear a spider under us. We go into the mines to kill a spider without armor with a sword. Last, we return home and sleep.

Once we wake up, we plan to finish the railroad project on Monday since we want to enjoy the weekend. Since we are new to the village, we craft eight maps using papers. We make two full maps; one in the backyard and one mobile. Once we craft the maps, we explore the village there and draw a quick map for the village. We do this two times in each region. We return home and locate the map in our backyard. We remove the two fences on the right side of the backyard and place four wooden planks with four item frames. We place four maps in all four item frames and rotate them until we complete the full map of the village.

We return home and pack up more to explore the village. Shortly, we head out of the house and start to explore every single building we can find in the village. We start to explore

counterclockwise around the village. We explore the southeastern part of the village where we explore a few buildings. Next, we explore the center of the village where we explore the buildings there. We head north and explore the buildings there except the church. We explore all of the buildings on the north side of the village by the swamp. We even explore all of the swamp ports the villagers created a long time ago. We then explore the western section of the village where there are not that many buildings but more plains and farms. We loop back to the southern central part of the village where we start exploring from. When we explore, we look for every single bed, jobs, and chests. When we look for chests, we look for important items that can be useful in our lives. However, there are no important items because we have enough items in our inventory and all of the chests we have at home. By the time we start exploring the village, we are halfway through the morning. We skip all of the meals for the day, so we ignore lunch. While exploring, we sprint a lot which makes us more hungry. Even with that much sprinting, we are not hungry enough to eat lunch or dinner. By the time we enter the north side of the village, we are almost halfway through the afternoon. That means we spend the rest of the afternoon and a little bit of the evening exploring and examining everything in the empty west side of the village.

By the time we complete two map projects and explore the entire village to have fun on the weekend, sunset begins our night in which we explore the village. We look at both our backyard and our personal maps. The bottom right corner of the map shows us most of the village. The bottom left corner shows only the western side of the village and the western plains. On the top left corner, we see the northwest corner of the village and the swamp. On the top right corner, we see most of the northern swamp area of the village and mostly swamp. After exploring the map, we settled down everything in our inventory. Last, we go to sleep.

Once the sun rises, we wake up in our new week. We start off the new week with Sunday, so we are planning to have fun, including church. We eat bread for breakfast first. Then we plan to spend most of the day exploring the underground and doing activities in our backyard. We pack up everything we need to explore something, but we forget to equip our bodies with armor. At least we have everything we need, including weapons to attack though.

Anyways, we head out to the backyard and spend a few minutes there until a creeper shows up. Once the creeper shows up, we run away as fast as we can and head out the front door. We prepare to defend ourselves, forgetting to wear armor. We still see the creeper, but we flee and attack with a bow. We shoot the arrows at the creeper several times while fleeing to a swamp coast nearby. We hurry up and use our final attack with the sword as we get close to the creeper. Once we get close enough, we attack the creeper once, and the creeper hisses and explodes. As a result, the tiles nearby the swamp coast we are in are destroyed. Luckily, there are no property damages and no lives lost. We pick up several dirt blocks and other plants nearby.

Shortly after the explosion, we take enough time to heal on the way to church which makes us a little hungry. We enter the church and start praying on the lower floor. We also read one chapter of the bible as well. After praying and reading the bible, we go upstairs and explore the church. Eventually, we make our way to the top of the church where we spend one hour viewing the village and everything nearby. Then we climb down the ladder and exit the church. We are the only ones at the mass. Nobody, not even the priest, goes to church today.

Once we exit the church, we return home and eat apples for lunch. We continue to heal ourselves then. After lunch, we pack up everything we need and learn a lesson to bring armor to adventures that involve hostile mobs and monsters. We make our way to the mines nearby. Once

we get to the mines, we encounter a skeleton, so we attack him. The skeleton attacks and sometimes shoots us. Every time we get hurt, we heal and get hungry as a result. After killing the skeleton, we go down the mines and see two villagers stuck there. We pass them and continue to mine. We mine one block because we cannot take fall damage or return home without mining. After the mining, we discover an abandoned mineshaft. We believe a different species of mob lives underground and uses the minecarts to get to places. Because most of these species went extinct, there are no tways to maintain the mineshaft, so the hostile mobs remove some of the tracks and structure of the mineshaft This is called an abandoned mineshaft. We also see lava nearby, but we go not pick it up with a bucket since we have enough from the nether,

We start returning home during sunset. When we get home, we settle our items down and eat apples for dinner. Last, we lay down in our beds and start to fall asleep.

In the morning, we wake up and remember to finish the rail transit we started to work on last Friday. We first eat bread for breakfast then pack up to get ready to resume construction. We pack up the same way as we did last Friday. Our plan is to finish the rail transit by the afternoon and start building the southwest factory later today. We make sure we have plans that can be followed with realistic schedules. Once we pack up enough, we leave the house.

We returned to the central station where we left off last Friday. We left off with the third part of the project where we place tracks with special rails to speed and slow down the minecarts depending on the location. We place inactive powered rails at the beginning and end of a station. We plan to have the rail transit move counterclockwise, so we place a detector and powered rails at the right side of the station. We place one detector rail and two powered rails. Then we continue to place tracks until the first crossing. We replace the crossing grass paths with gravel

and tracks. We continue northwest as we place tracks along the cobblestone line. Near the church, we build our north station by digging grass paths around the track. The north station is divided into west and east regions bordered by a major village trail. Again, we replace the crossing grass paths with gravels and tracks halfway into the north station. Then we place normal tracks after since there is another major crossing in which we have to lower the speed limit of the tracks even though there is an uphill track without a powered rail. We dig the normal crossing grasses and replace them with large amounts of gravel and tracks. Then we place tracks along the west side of the village where we build the west station with connecting grass paths to the tracks. Again, we place two inactive powered rails followed by a detector and powered rails when going downhill. Last, we connect the line with the rest of the tracks back to the south central station.

Our fourth step is to test and pass the rail transit with a minecart. We place one minecart and test the transit system. So far, everything works until we reach the north station. There is a problem when leaving the north station. We have to move uphill, but the minecart does not have enough power to move one meter uphill without the powered rail. We failed the test and placed a detector and powered rails meters before going uphill. Once we complete the change, we retake the test and resume where we left off. This time, we finally went uphill and proceeded to stop at the west station. The rest of the test goes smoothly, so we pass the test when we return.

Even though our fifth and final step is opening the rail transit to the public, we partially open with only one minecart per villager. Since we are planning to work on the factory tomorrow, we are going to fully open and place several minecarts on the new railroad on Wednesday. After partially opening, we locate the factory by relocating the post light to a nearby location. Finally, we return home to prepare for the night, settle down, and sleep.

We wake up for the last full day of staying in the village before planning to leave the village to go to the west. We plan to spend most of the day building a factory, testing it, and opening it to the workers to start developing the village more. We pack up everything we need for the building just like before. We leave the house and head to the site.

We arrived at the site located in the southwest corner of the inner corner of the village. We start warming up and get ready to spend the whole day building.

We start digging grass and dirt that are in the way of the site. We place them into our inventories and start replacing the floor with the wooden planks. We leave the edges and corners of the base alone since we are building the walls on top of that. We build the walls from ground up of four meters high. That means the interior of the factory is going to be three meters high with the fourth layer being the roof. We add the doors at the front of the factory and windows for every other meter on the second layer. In other words, we use the same architecture of building as ever before since we met each other. Finally, we build the roof of the village and help together, but the factory is not entirely done yet as we have to add the functions.

All we have to do is to add machines and storage as well as powering up. We also have to add signs and light. Next, we add different types of machines and chests in the factory row by row. The first row has all types of machines and storage that are used by either us or the owner of the factory. The second row is the crafting tables. The next row is for furnaces, including blast furnaces followed by a row of anvils used for repair. The last row has a stonecutter, cartography machine, a barrel for fish storage, a smithing table, and a grindstone. We then add glasses and doors with signs at the front of the building. However, we forget to add signs for the chests and the barrel as well as powering up the factory using coal.

We run out of time before we can even fully finish the factory. We opened the factory to villagers who want to work in the new factory. Just before thinking of powering up, we rush back home for the night. We place everything in our hotbar and inventories away in the item frames and chests depending on the type of item before planning.

Before sleeping, we plan to finish the factory whenever possible after packing up. We also plan to spend half of the morning packing up to leave the village. Before leaving the village and riding the horse, we are going to power up the factory by adding a chimney connected to a coal power source and adding signs to the chests and the barrel. After powering up, we are going to take our horse and ride northwest. We exit the village from the southwest corner and follow the plains heading northwest towards a better village location. We are planning to spend days to weeks traveling to the other coast of North America. After planning, we sleep.

SIX

San Andreas, 1846

We wake up and get ready for the last day of staying in the swamp village. We pack everything up. We skip breakfast because we are not hungry yet. We pack up our hotbar items first and start wearing our armors. Then we pack up our personal items first and then our food. We pack up the blocks next and then materials. However, not everything is packed directly into our inventories. We pack up multiple chests with many items left inside that are more useless during the trip. The items that are packed directly in our inventories are the ones that we use during the trip. This includes food, building blocks, beds, furniture, hotbar items, etc. We also get ready to leave and sell the house as well for emeralds. Then we leave the house officially.

Once we leave the house, we head to the factory that we forgot to power up yesterday. We then take out our coals and bricks to build a tall power source. The source is going to be five blocks higher than the factory itself. We place the source at the back of the factory. We break the center window in the back to power up using coal. After building the empty power source, we

then convert most of our useless coals into coal blocks. We craft a total of ten coal blocks. We start from the interior of the factory and build our way up to the top of the source. Finally, we place the campfire at the top of all coals, so the campfire can power up the coal. As a result, all of the machines in the factory are powered up by coal in order to make production faster. As soon as the factory is powered, the villagers who work there are so surprised that their production rate increases. Now it takes less time to produce things in the factory.

After powering up, we return to our old house and go to the garage. We then take our horse out and ride on it. We then ride to the southwest village exit while crossing the tracks. This is where we spend the afternoon. As soon as we exit the village, we enter the plains. In the plains, we ride the horse northwest towards the taiga biome up ahead. The plains are just like a wide road for the horses. Maybe the villagers have cut down the trees to make room for the plains and for building the village. Anyways, we are surrounded by forest in the northeast and the southwest. Eventually, we reached the small mountain range nearby to take a break.

We find out that we are surrounded by forest in three directions, so we cannot ride the horse in the plains. We take a break at the top of the mountain and plan where to go next. Because our destination is very far and that the fastest way there is through the forest, we have to go through the forest. Also, there is a river that we have to cross, but there is a small land bridge we can cross. We cross the bridge and enter the taiga forest. The taiga forest is full of pine trees. We keep moving through the forest as fast as we can getting annoyed by the needles.

We continue to go through the forest until sunset. At sunset, we settle down in a small taiga plain surrounded by pine tree forest in all directions. We dig a small cave nearby where we place two beds next to each other. We then go to sleep without any roofs or monsters.

We wake up at the small cave and pack our beds up once again. We also leave the cave where it is for evidence that we have slept in the cave. We look for the horse somewhere in the taiga forest. Shortly after looking around, we found the horse. Then we get on the horse and continue to go. We went through the forest for a little.

We spent the morning going through the forest. We keep running into trees because of the density of the trees. There is no clear path around with so many obstacles such as trees and some harmful plants on the way. Then we see the plains biome across the river. We look for another land bridge to go through. However, we jump into the river and then cross it to get to the plains. When we enter the plains, we keep riding west until we hit the gulf coast. Once we see the coast, we ride the horse along the coast of the Gulf of Mexico in the northern half of Florida, the southeast peninsula of North America. We then continue within the peninsula heading north until we see another river to turn west of. Once we get to the river, we have no choice but to find a way around. We plan to make a bridge across the river for a short trip though.

After taking a break planning for a bridge, we change our minds and decide to go through the forest to go around the river. We also look for a land bridge and go through the forest too. We cross a land bridge and move into the forest. However, there is a tree that is blocking us from moving into the right direction. We cut down the leaves, so we can move on. After that, we go through a little bit of the forest but with more trees in the way. The forest is like a maze because we have to look for the biggest gap we can find towards our destination.

We go through all of the mazes in a short amount of time. Then we enter another plains biome and see another village up ahead. However, there is another major river blocking the way into going to the village. We do not want to create a bridge and let our horse swim. Whenever we

try to get the horse to swim, the horse sinks deep into the river. We jump off the horse and push the horse up more times until we cross the river.

After crossing the river, we take a short horse ride to the village. We enter the village and look for the nearest stable and house near us. We get off the horse and expand the stable gate to get our horse into the stable. After removing the fence near the original gate and placing the second gate right next to it, the horse eats dinner at the grass nearby. We spend an hour looking for the horse, and we meet the horse behind the house across the stable. We park the horse into the stable and look for a house to sleep in. We then sleep with armor and items, which is uncomfortable because we have to wake up ready to go without having to pack up.

We wake up from a village house and get the horse out of the stable without packing up. We then head off right in the morning and travel west along the coast. We travel a little bit of the plains before heading off into the forest and eventually the taiga. Once we enter the forest, we travel along the beaches since that is the best way to travel along the coast. However, the beach we are traveling along is narrow and hard to travel. Eventually, the coast is so narrow that it is one block between the water and the tree, so we have to run fast into the water and come back. Then we encounter a small bay up ahead and a hole.

We just fall into the hole and take major fall damage but survive thanks to armor safety. We spend hours trying to look for ways to go back up. We are surrounded by stone walls and underground caves in all four directions. We have no idea on how to get back up for hours. It seems that we are stuck underground in the pit forever. Then as soon as the morning comes to an end, we plan to dig up. We dig up using pickaxes and shovels. Because the mining is so high and long, we spend hours mining up to get back to the surface. On the way, we mine coal and iron for

more useful purposes. We also mine so many cobblestones on the way as well. Eventually, we dig some dirt up and eventually reach the surface. Once we reach the surface, we can turn around to see how much we dig. We dig until the beginning of the afternoon.

We spent the rest of the day traveling through the taiga forest. However, we travel along the beaches too. We ride the horse around the small bay and into the small beach between the water and the forest. We continue to travel for a little while in the same environment until we climb up the big hills. We climb up the big hills that are less steep. Then we travel along the hills for a while. We can see the coast down the hill from above.

We spend the rest of the afternoon and enter the evening when we go downhill. Eventually, we reach a wide river that we have to build a bridge tomorrow. We then plan to build a small tent to survive the night. We see another forest and savanna ahead.

SEVEN

After a couple moments of traveling from east to west, we finally arrived near the next village. However, we must cross the bay at some point as we get the map information of where to go and how to avoid mobs that attack us. That is why we rest at night rather than keep going as we would run into several mobs. As we spend half of our travel days in the desert, we do not have to worry about running into hostile mobs unless there are obstacles in the way like big hills.

We continue to go through the desert until we reach more plains and forest biomes just before reaching a bay. At this point, most of the area is rural, and the bay is just like an ocean in terms of what we see. We craft a quick boat and sail everything across the bay.

After sailing across the bay, we reach another biome where we see flowers all over the place. We make ourselves through the area before reaching another set of biomes. From there, we continue onto the place until we go through that. After that, we continue running until we finally see the village in the distance. We run faster and faster, so we have enough time to build

and upgrade our house. We have a lot of things to do to build. We have to locate where the house is going to be located. We prefer that the house is located at the center of the village, so that way we can work close to the village and control the village a little more. We also arrive at the corner of the biomes where the center of the village must be. The village happens to be expanding and developing by some other villagers though. We plan to help them expand. We also plan to make a network of villages connect to each other around the bay that we are close to.

We take a break from all of the travel and gather information from some villagers. We gather some information that we are in San Fierro, San Andreas, one village to a network of it.

After learning about one village to a network of villages, we plan to develop the village in order to turn them into a network of villages. The expanded village is going to then be called a town. In the future as we planned, if the network of villages expands greatly, so the village covers a large amount of area, then the town can become a city. This is what we are interested in. We are interested in turning our villages we like into cities. We have to do something first.

We continue to build a house that can hold up to two people. We build together in the same design as before. Just like before, we plan to develop and build any new structures of the village made out of bricks. We build the house made out of bricks and complete that.

Even when the house is complete, we still have to spend time organizing the house. We start with the hotbar items and the armor. All hotbar items go into the 18 item frames. One of the items are maps, except the old ones. Next, we store our armor into the two armor stands. From there, we store the rest of the items that are organized in the chest as sunset comes.

Once the house is organized, we are ready to sleep. We are still not done organizing the items within the chests, but we plan to do that first thing tomorrow. Last, we go to bed and sleep.

We wake up the next morning as a Monday, but we still have to spend a portion of the morning organizing our items within the chest units. Then, we plan to spend most of the day developing the village. First, we must count the amount of beds and the job site blocks. It is hard to count the actual number of villagers since that keeps changing all the time. We must go by the beds and job site blocks, and also the type to determine the way to develop the village.

We get ready to go, but we have to organize the chest first. We do that by opening our own chests and organizing them. We arrange the types of items within the chests. Since we have a lot of the storage that we run out of space, we must build a village storage unit, a storage room where anyone can buy and store items. Of course the rooms are full of chests.

We end up spending the whole morning building a large storage building. Because the building is for storage, there are a lack of windows and one door to enter. The building is two floors high, and we found the best spot to place the building. We spend the whole morning placing blocks and other items in the building. Once the building is complete, we place a lot of large chests in all of the rooms in the self storage where all of the items can be stored.

Finally, we made another storage floor by digging a basement. This is where we store useless items such as wooden and stone tools. We also use the basement to gain access to mining as well. There are private and public ways to enter the mines we are about to discover.

We take another break and plan to develop the village. We plan to spend the afternoon counting the amount of job site blocks and also the beds in the village.

We spent the afternoon counting around the way. We count the amount of beds and job site blocks in the afternoon. It takes almost the whole half day since we circulate the village and write the notes about the information of the number of beds and jobs to choose. This is essential

because the more beds there are, the more likely there will be unemployed villagers. The more job site blocks there are, the less unemployed villagers there are. We can balance the amount of beds and job site blocks to match. Not all villagers can be employed. For example, nitwits can wander all day and have a later schedule than normal villagers. They cannot change their roles in the village, so we can add more beds depending on the amount of nitwits. There are also children present in the village, but some of them become adults in a few years which does require a little more beds. That means we can find the right amount of ratios in all the village needs.

After counting the amount of village needs, we write down the notes by the type of job site blocks, so we can determine to place more or less blocks for villagers to work. As sunset passes, we are done for the day in terms of daily goals. However, we still have plans tomorrow to begin digging new trails and possibly new roads. Last, we go to bed and sleep for the night.

On Tuesday, we wake up and plan to dig new trails to expand the village to capacity. The plan is to develop the village for the rest of the week. If we do not get the village developed, we can still take the weekends off and finish the development next week if we need to. Definition of a developed village is when it offers all 13 jobs and has just enough beds to handle only the employed, nitwits, and children, and the village continues to grow instead of decline.

We get ready and gather lots of dirt blocks and shovels as well as other essential items that we need if a hostile mob appears while we work. We find out we can dig trails to only the more flat plains and corners of the village. The village is divided into four corners, and the most developed areas within the village are the cheaper flat lands. As for the more forest and hill area, they are more expensive to develop and therefore less developed. Plus some hostile mobs can even be hiding in the forest during the day and appear throughout the night. We just have to dig

trails that we think are the best. We tend to spend the morning digging the major trails where most villagers take. We know villagers tend to not travel far unless needed.

We dig a perimeter trail that circulates throughout the village. Sometimes, we might dig and modify hills and forests to complete the loop for the village that indicates the size of the village. However in the future, we may add bigger loops as villages resemble more like cities. We dig a trail beltway and then the two major village trails, one going north-south and another going west-east. These major trails make access outside of the village to inside of it.

We take our break and make plans to build more minor trails that connect local areas within the village. This includes mostly residential as well as other village areas.

After break, we dig minor trails. Since one corner is full of hills and forest, minor trails almost do not appear there. We move onto the next corner where we make a grid of trails that are a mix of houses and jobs. Work areas tend to be located at or near the major trails while the homes are located in other parts of the village and make up a large portion of the village. This is because houses are big, and beds tend to be more spread out. Workplaces have their job site blocks in large amounts per building and are more dense than areas with houses.

After planning to place some buildings, we continue to dig the rest of the trails. Most of the minor trails and local ones go from north to south. Only one third of all minor and local trails throughout the village goes from west to east. Once we dig all of the trails, we can see a grid of trails that make addresses and locations of buildings more easier for villagers to understand. We explore the new trails as well as the developed areas of a village as sunset comes nearby.

After digging and working hard with our shovels, we return home and store all of the items away. Last, we go to bed and sleep at the beginning of the night, along with villagers

We woke up the next morning. It is Thursday, so we make plans to begin developing the village. We do not want to open the village gradually. We want to make sure the village is fully developed before we can officially open the village. The village also has to have all 13 jobs for villagers to work unless there is good transportation between this village and another, in which one village has six jobs to choose from, and the other village has the other seven jobs.

We pack up our building and defense items with us, so we can go through the day. This is also the day we are going to develop the village. Using the statistics, we can find out that the village only has eight villagers and two of us, giving a total population of ten. There are also only three jobs, two of which are fletching, and the only one is farming. We need to add ten more jobs to this, unless we find another village in the way. We also must detect any nearby villages and give access to transportation from there, so we can cut down on the amount of jobs. Also, the amount of job site blocks must be equal to all villagers except children and nitwits.

We begin building from the center of the village. Even though our village has three areas of gatherings, we pick that the gathering site near our house is the center, so we need to build more. We may also have to remove the gathering sites and turn them into developments, or we can keep the gathering sites, but these ones contain places where the jobs are. Basically, we mess up our developments and build pockets of buildings without even working further into this.

We take our break without eating lunch. We are not hungry, so we continue to make plans for the afternoon. We know that we can dig more trails and build pockets.

We begin to dig the trail a little bit. We feel a lot more bored and keep overthinking about the village development. We need to keep the old village structures in place without having to destroy the village. We also have to keep the village organized. For example, our village should

have a beltway trail that circles the village, with jobs being near the gathering sites and houses located away from the gathering sites but within the village. All we do for the rest of the day is keep being bored, reviewing the data we collected and using it to plan. We wish that tomorrow is a better day and that we can become more focused on development. For now, we just examine the village and determine where to dig trails and place buildings to organize the village.

We even think about the nearby villages. We run outside the village everywhere, but there is no village nearby. All we see is just empty plains, a lava pool with a burning stone, two horses, one adult and one child, living right near the lava, and forests. We also do not know that there is another village behind the forest since we assume that the area is just a forest.

After a boring day, we fail to get much development done. We can pray that tomorrow is a better day than today. We get the monsters out of the day in the storages. Last, we go to sleep.

On Friday, we wake up and make plans to improve our pace of development from failure yesterday. We also make plans to get better as well. We bet we can propose a random number of jobs that we can find. However, we cannot make final plans since we even plan to explore the surroundings even further than we expected yesterday, allowing us to see more of the next village we can find in order to determine which jobs can be placed in what village.

We get ready the same way as yesterday, making sure we are active in developing the village. We plan to spend the morning finishing the trails that make village navigation more simple by having an easy grid for villagers to get to places. Next, we must fill in each space by building shelters for villagers to both reside and work, depending on the location.

We continue the development and make pockets of buildings designed for both housing and working. We do not know which building is used for what. We know buildings near the

gathering site tend to hold more jobs, and buildings built away from the gathering sites tend to be more residential. However, there are some houses and jobs that do not follow the pattern when it comes to old structures villagers used to live in for a very long time. That way, we are able to build different building designs based on residential and working areas. Buildings somewhere slightly far and near from the gathering site have the house and work design combined.

We take our break. We check our hunger to determine if we eat lunch or not. Anyways, we make plans to organize the village even more before developing it in the first place.

After break, we dig the trails in the first half of the afternoon. We dig the beltway one first that circles the village. Areas within the circle are either residential or work areas. Areas outside of the circle are mostly residential and are subject to village expansion. Within the circle, we dig grids of trails to make village development easier. However, there are many tall grasses in our way and digging all of the tall grasses makes the village development rather longer. So the best way to dig trails is by leaving some of the tall grasses in place just like how villagers leave theirs when villages are built a long time ago before we even come here.

After digging and making a grid of trails, we build pockets of buildings depending on the location in the village. The capacity of the village also determines the jobs and population. The types of jobs are determined by exploring the surroundings over the weekend and making plans over these. We make a variety of sizes within the village from small buildings with interiors of nine square meters all the way to 21 square meters with two stories. A family village house is a house that is two stories and can hold up to two beds per story, with at least one being built.

After focusing on the village development and laying out the pockets of the building, we go home and become so excited for the weekend. Last, we go to bed and sleep for the night.

It's the weekend, so we wake up and become so excited to spend Saturday exploring new parts of our land beyond the village. There's a chance we may find a village nearby and that we can cut down the job count from 13 jobs to only 6 or 7. If we somehow find the village, we can begin digging trails to and from the village. Our village does not have a church, but the next one may have a church of any shapes that we can attend tomorrow.

We pack ourselves up, even our defense items because we may have to get through the forest to explore places. We also bring many of the items that make our inventory almost full. We leave the village shortly and begin exploring areas outside of the village. Going further away from the village in the plains is easier but not in the forest. Therefore, we go into the forest where we spend most of the morning, encountering several mobs there.

In the forest, we watch for trees as we face tree and mob obstacles that can make us easily lost. This is why we have a map in place and also a compass. The compass points the direction to home which makes going home easier. We continue to traverse into the forest for a little longer, running a lot and often running into trees before going even further.

Finally, we made it. We are near the end of the forest, and we can even see a village ahead. However, the village is somehow located on a small mountain in which many villagers dig their trails too steep. We would have a hard time going through that.

Once we arrive at the village, we eat a small lunch for getting hungry by running through the forest, trying to find another village by the middle of the day.

After lunch, we take our time to plan to develop the village next week. We also scan for any of the churches that we can use for tomorrow. However, we keep forgetting if there's a church in the village or not. Plus every single time we look into the village, we remember there's

a church somewhere in the village, but we keep forgetting where it is. Even if we look everywhere in the village, the church is not there as most of the village buildings look like houses. And we often call these buildings houses that have beds rather than jobs. This makes it difficult to detect if a building is a house or a workplace. Some workplaces have house shapes. This explains why we cannot find it clear that there is a church somewhere in the other village.

We continue to check the other village for a while and see that many of the buildings are clearly houses because we can see yellow and white beds. Other places have job site blocks, though where are a few of them. Many villages have more beds than job site blocks which proves why there are unemployed villagers in every developing village.

We return back home and reflect on the other village. We take some statistics and find out that there is not much work going on per village. Last, we go to bed and sleep.

It's Sunday next week, so we wake up as another day of the weekend. This time, we explore the forest and consider cutting down some trees to make room for the trails that connect from our village to the other village. When we go to church or a gathering location, we plan to believe that the two villages might undergo development, so that instead of two villages separated by a rural place, there is a big developed place that combines villages.

We got ready like usual from yesterday. This is because we go to the forest once again. We already mapped both villages and placed them in the best location we could such as the center of each village where the villagers have access to another village by the map. We continue to get ready and double check before we leave the village.

We leave the village and venture into the forest once again. We made considerations to cut down some trees to make room for a trail to connect villages. That requires hard work and

may take days to complete, meaning less time to develop the village. A definition for a developed village is when it has all 13 jobs and less unemployment. There are barely any developed villages in the world, except the ones we have been there before as well as influenced villages, villages that have been influenced by the surrounding developed villages. Now we are making another village to be developed just like the other villages we have been to before.

We take our break from all of the things done. We make plans to know where we believe we pray is going to take place. We make final decisions after.

We find out that we are going to spend our time near our house, placing a map in every center of the village and some other gathering locations. This is where we are going to start believing in how big the village is going to be later on.

We check the forest one more time in order to confirm that we are going to place a trail through the forest and into another village, so that villagers can have access to another village. The reason why villagers do not travel is because they only dig trails within their village and not even a connection from one village to another. We are better off connecting villages by digging long trails that can change the way villagers live. If some villagers want to travel, they would have a hard time doing so because there is a lack of trail and that most of the land can contain mobs that can cause harm. Plus a lack of trails can even make a villager get lost.

With trails, villagers can get guided to another village. If a trail has several ways to get to different places, there are often signs of where the villagers can go. Village names are also useful to detect the location. For example, our village is San Fierro, San Andreas.

We return to our village and make plans for the week. We find out we only have Monday to Wednesday to develop before something else. Last, we go to bed and sleep.

We wake up the next morning on Monday and get ready for work. We plan to spend the whole day digging grass trails from our village to the other village. Although the other village is small, it is still important. Using the statistics for the two villages, there are a total of 16 villagers living in the village, eight of them per village. Our village has a higher population than the other because we count as the population, bringing the total community population to 18.

We pack up the same materials and items as we did last week. However, we are only focusing on digging, so drop down many of the building blocks. We also need dirt blocks, so we can place them back if we somehow dig the entire grass somehow. We also have to prepare for cutting down many of the trees in order to make room for the trails from village to village.

We begin to leave the village and head east. We extend the main trail by digging east towards the next village. I dig in the trails while the other cuts down the tall grasses and flowers on the way to the next village. Together, we keep digging the grass to make a trail and connect to the next village. Soon, we are done with our plains portion of the project, but we still have to face the most challenging part which is making a trail through the forest.

We continue into the forest and dig the trails. We find enough space in the forest that we do not have to cut down many trees to make room. We generally do not cut down trees in the morning as we have enough space for the trail to go through without running into trees.

In the middle of the day, we take a break with some food with us. One of us ate lunch though. We plan to spend the afternoon finishing the trail connection to the two villages.

In the afternoon, we continued digging the trails similar to the morning at first. There is something going on about the afternoon that is more different than digging trails in the morning. That is because there are trees in the way, especially the smaller ones in which anyone can run

into the leaves while on the way to the other village. In order to get rid of that, we have to chop down some trees to make room for the trails. This is the most challenging part of the day and the project and can take a lot of time before we even make it to the other village. We continue to dig down the grass trails. Now only one has to cut down trees while the other continues to dig the trails. I cut down trees that can get in the way and that I think is the best way where the trail can go. The other digs the trails behind me until we all clear out of the forest biome.

Once we reach the end of the forest biome, things get much easier. All we do is split the roles into two without cutting down trees. This time, I cut down the tall grasses and flowers, and the other digs the trails like it used to when I cut down the trees. Shortly after digging a trail for a little bit, we finally reached the trail of the other village and connected the two villages.

Once we are done connecting the two villages with a trail, we celebrate around sunset and find a place to sleep. Once we find a place to sleep, we settle down and sleep for the night.

On Tuesday, we wake up and make plans to fix the trail system of the other village. We know that the village trails are not fully connected because they are too steep for villagers to climb. We have to find a way around this, so we can connect all parts of the other village. We do not believe all villagers gathered in the other village before because of isolation from the top of the village to the bottom of the village due to it being located along the small mountain.

We get ready with all of the shovels. We are expected to take half of the day fixing the trails of the village and spend the other half employing all of the villagers. There are a total of eight villagers, but there is only one job which is the farmer, being at the top of the mountain.

We begin to fix the trails. The first problem to address is that the main trail connection from the new trail to the local trails are separated by a front of the cave. We have enough blocks

to make a bridge, so we build a wooden bridge above the front of the cave with some pillars to support the bridge to keep the bridge from collapsing at some point. In order to give access to the cave, we dig another minor trail that leads to the caves. The whole bridge is completed.

Next, we find another gap to build. In the center of the village, there is another gap to address which involves building stairs leading from the southern side of the village to the center of the village. The northern side of the village becomes connected by two trails from the center and the south where some villagers live. Finally, we dig a small trail that gradually climbs uphill around the cliff in order to connect the western side of the village to the rest of the village.

After fixing the village trails, we take a break for lunch and transition to the afternoon part of the day which involves building at least seven jobs near the center of the village.

We continue with the building materials needed to develop the village. We do not have enough time to fill in the village capacity, so all we do is to add just enough blocks for all of the villagers to work. We have to make the jobs equal to or more than the amount of beds in order to reduce unemployment. This is because if a nitwit somehow dies, there is a good chance that all of the villagers in the whole village are going to be employed with enough job site blocks.

We built the one job center located in the southern side of the center of the village. The space is small, but there is enough room to hold the rest of the jobs to complete the village. We continue to build which is quick. We added two doors, several windows, and two torches to provide some light for the job center. We also add a few job site blocks of different types in order to make a combined of two villages have all 13 jobs. Finally, the job center is completed.

After completing the center with at least seven job site blocks and one chest, we return back to our own village and return home. Last, we go to bed and sleep at the start of the night.

On Wednesday, we have our last day to develop the village before moving into something else. All we do is to make a similar job center in our village. Therefore, we plan to develop our village in the morning and observe the developed villages in the afternoon, moving back and forth to check how the other villagers are doing with their new jobs. Our goal is to get all of the villagers either employed or unemployed as a nitwit or children without employment demand.

We get ready the same way as this week. We pack up everything, ready for the building. Just like before, we plan to make a center of jobs. There are two buildings to be planned, one is a restaurant located near the big house, and the other building is a major job center for all of the villagers to begin working at if they do not already have one.

We spent the early morning building a restaurant. Since the restaurant area is 25 square meters, and the area of the interior is only nine square meters, we can get the restaurant done very quickly. The restaurant is also going to hold up to two villagers. We add the basics of the building, including a basic roof, several windows, doors, and torches. Finally, we add the one smoker where one villager can take charge of the small building.

We spent the rest of the morning building a major job center. This can hold more than one job and can make all 13 jobs possible in the two villages that we believe can be connected by expanding the two villages enough that they blend into one huge town or city.

In the middle of the day, we take a break after being done with the center that villagers can work at. We stare at the two job site buildings before we end the break.

After the break ends, we begin to examine how the villages react to new buildings being developed. There are only five unemployed villagers with at least two of them becoming employed with one being the butcher, and the cartographer being taken in the center. We

continue to explore the village and observe that the unemployment in the village has gone down by a lot. Now there are enough jobs for everyone to work, so anyone who wants to work can do so. We do not see many villagers in sight in our village wandering around.

The next stop is the other village. We take our horse to the other village since the village is a little far. After we get to the village, we examine that there are not as many unemployed villagers there as before. Other than the farmer, most of the villagers work at the center of the village in just one building. During gathering times, all of the villagers except children and nitwits leave work and take a short walk to the gatherings. The same is true for our village when we return to it. We park the horse back in the fencing area that the villagers built.

After the gatherings, we carefully prepare for the night. We make plans for what we are going to do for the rest of the week. Last, we go to bed and sleep.

EIGHT

On Thursday, we wake up and get ready for what we are going to do next. Since the village is already developed with a small number of villagers, we are able to research something. We are not too worried about developing and filling in the village capacity. We need to learn something new. Since church is important and has a brewing stand, we are going to learn about brewing. Brewing might become important later in our lives and can make us better.

Even though we are a little bit hungry, we are planning to save that a little bit for a big dinner tonight. We pack up all of our items, but the items are different than before. Instead of packing the usual building materials up, we are packing up items for brewing, so we can make important potions that can be used to help us get through the challenges we face.

Once we are ready, we get on the horse. We jump the horse over the fence and head east to the next village. We also go through the forest and travel fast until we reach the next village. Once we reach the next village, we park the horse on the next stable. With the stable having a

stack of hays, the horse easily escapes, and we shortly notice that. Once we notice that, we get back on the horse and find a different place for the horse to stay. This time, we go up the hill and park the horse on the stable on the top of the hill. From there, we head down and get to the brewing location. From there, we make sure we have everything we need to learn.

Once we have enough materials, all of the sudden a witch comes in with splash potions and hits us with both the slow and poison. As a result, we get poisoned enough that we are almost about to die. We keep running to places as we get even more hungry while refusing to eat the good. We almost died because of that until we returned to safety in the job center.

Once we are done killing the witch and returning to safety, we begin learning how to brew. We already have an existing cauldron that stores water, so we use that to take the water and turn it into a water bottle. We also craft bottles using glasses that can make three of them. We tend to make three bottles in three. There are also materials and steps to get to brewing though.

In order to brew, we must take the water bottles and brew them with the nether wart. From there, this makes an awkward potion. That potion still has no effects but can be used as a material to brew a lot more important potions. We already have been poisoned and have not re-generated our health yet. We need to make healing and regeneration potions.

We take the materials we have since our visit to the nether. From there, we take the melon and golden ingot. We break the ingot into nine golden nuggets to be used in the golden melon. From there, we take the melon and brew it with an awkward potion. In brewing, we use the blaze powder for brewing. We brew and use the healing and regeneration potions.

Once we are healed, we return home and eat a steak and melon dinner. After that, we have to make an iron golem, so we can get the monsters out of the way. Last, we go to sleep.

On Friday, in which we become so excited for the weekend but have one more work to do, we wake up and get ready for one or three more days of brewing, depending on how we perform on the brewing. If we do good, we can begin to defend the village and prepare for an invasion of either the nearby outpost or when enemies come into our village. If we do not do good on the brewing, we need to spend the weekend learning the details of brewing.

We get ready the same way as yesterday and travel back to the brewing village where we continue to brew. We take the horse with us like yesterday. Since we are now healthy, we are making differences in order to make the brewing much more simple. We gather the brewing supplies and drink water bottles if needed. This makes more empty bottles that we can clean.

Before we do anything, we take our remaining bottles. We have a total of 19 empty glass bottles, so we take them to a nearby lake just outside of the village. Since the water is not clean, we try our best to filter the water. After doing our best, we return to the jobcentre in order to begin our lesson. Our inventory is full, and we only have six empty glass bottles. Using the materials, we take the nether warts and several water bottles. This time, the brewing stand can hold up to three bottles per use. That means with every use, we brew three potions. That also means we make more awkward potions that can be used to turn into potions. Potions can either be used by us for benefits or as splash potion weapons against any mobs hostile to us.

We take our break for lunch. Even though we plan not to eat, we make plans to brew as many important potions as we can. We also can make different types of potions too.

After break, we continue to work by training ourselves to brew that can be used if we encounter any dangers ahead. With many awkward potions, we use that to brew into many types of potions. However, we can narrow that down into two types of potions: Ones that benefit us

and ones that harm us. Also, there are regular and splash potions. Regular potions tend to be used to benefit us or to trap some enemies who tend to use regular potions. Splash potions are to be used as weapons as splash potions break glasses, and broken glasses can actually attack a mob in the first place. However, there is such a thing as using the same potion liquid for both benefits and as a weapon. This is because undead mobs react more differently than regular ones.

For example, we use the potion of healing to regenerate health instantly. However, we use the same potion as splash potions on the undead mobs such as skeletons and zombies. When we throw the splash healing potions at the undead mobs, the potions deal damage to them. We only use the potion of harming to splash on hostile mobs that are not so undead.

Finally, we make our return home by using the horse and going through the forest. Once we are done learning how to brew, we place the items away. Last, we go to bed and sleep.

On Saturday, after learning how to brew in the last two days, we plan to go to the coast up north and cross it. We do not know anything about what is beyond there, but we can take the risk. We ask ourselves if we are going to either make it to the other side of the water or just be stuck in the water as an ocean that goes on forever so much that we might die soon before we can even reach the other side. That is what we have to find out today.

We pack ourselves ready, including the brewing materials and products. This is because we want to take the weekend to explore new places, beginning with areas north of the main area of our living. Our side of living currently has several villages and vastly undeveloped rural lands that might eventually get developed in future as we wish to do.

Once we get everything ready, we leave the house just for a little bit. We also take our horse out of the village and get to the nearest coast north of our village. We keep going and

spend the whole morning. We are expecting, to the map, that we are going to reach the coast very soon. However, we keep thinking that we should have reached the coast right now while there is no coast in sight. We just kept going the entire morning. All we see is a combination of forests and plains. However, we finally make it to the coast before the morning ends. We park the horse somewhere and place the boat. We get on the boat and go.

We take a break while just starting a trip nowhere. We make plans and predict two ways, either making it to the other side or ready to die.

After predicting what is happening, we keep going north into the water and checking our items to see what we have with us. In the afternoon, we spend our time in the water, just us, and keep going north. The trip is seemingly forever, and we ask ourselves what is going to happen next. Luckily, we have food with us, so we do not have to face a struggle to survive. We also explore the water too, and all we see is nothing but water.

While we are on the way, we assume that we are in the ocean. That means we are going to spend our last few days of life right here on the way to the other side, unless we make it to the other side sooner than we expect. We also expect that we can use the last couple of items in our inventory and many of our chests that we can fit before we suffer.

Just before we feel like we are going to suffer tonight when the monsters come out, we finally see a piece of land at the other side of the bay. The bay is so wide, and this is the point we consider building a long bridge connecting one side to the other. The other side also has a village, but the village is small. We checked the village out.

As sunset comes, we find a way to settle. We found a spot to build a hotel, but we only build a shelter for us to sleep. Last, we go to bed and sleep for the night.

On Sunday, which is next week, we wake up and plan to explore the village. This time, we plan not to develop the village and let others do so. We have a lot of friends that can help us develop the village and possibly connect that village to our network of villages. All we do today is to consider the spots for village development. We have to fill in the village within the borders before we can even expand the village based on geography.

We get ready without any materials with us except our basic ones. This is because we plan to explore the village. We get ready from the shelter at the center of the village. After we are ready, we begin to explore the village starting from the southwest.

In that corner of the village, the area is full of small islands connected by wooden bridges. It also has one farm, several leatherworker stations, etc. As we move closer to the center, we can see more parts of the village. We begin to move north along the coast to the point where we reach the north side of the village. There is a Fletcher workplace in the northern part of the village. We also move east to the eastern side of the village. That side of the village is weird because it has a small mountain. We move south until we get to the southern part of the village. We also explore the center as well. The south also has coasts as well. Not only do we explore areas within the village but also outside of the village where we find out that the whole area is a peninsula that can gain a potential to expand the village later in the future.

After exploring the whole village, we take our break and make plans for the afternoon. We consider places of where to develop the village.

After break, we begin the journey once again but this time to find a spot to develop the village and determine which type of development to place. Generally, we tend to place houses around the borders of the village while more jobs are filled near the center of the village. If no

job places are around the center of the village, we tend to place it to the next closest empty spot to the center of the village. We generally develop the village, so a village can have all 13 jobs and enough housing and jobs to fit all of the villagers into employment. Just like before, we can cut down the amount of jobs to fit down on the network of villages. A village can have 13 jobs each, distribute the jobs to some, or multiply the ratio of the jobs to village units.

After walking around the boundaries of the current village, now we consider a place to develop the village even more. We know we have to distribute the amount of jobs per village, but some villages combined have all 13 jobs. We may have to repeat the same ratio and make patterns to develop the village in both our area and Bayside.

Bayside is the name of the village north of San Fierro, an area of known villages. We get back to the shelter as sunset comes. Last, we go to bed and sleep.

NINE

On Monday, we wake up and get ready to return back to work. However, our work has to involve going outside of the village and exploring its surroundings. We also make plans to actually build and develop the village later on and make it part of our network of villages. We are so excited to try new things by exploring new places that we have never been to. We also get to map out the details that the previous map did not cover, and that we are going to be the first ones to discover.

This is the last day in the village before going back to our own village. We pack every item up and make our way to the boat. We leave the small room alone and go to the leatherwork places to get to our boat. Once there, we get on the boat and return back home.

On the way back, we already know that the journey is going to take a while. About half of the trip is on water while the other is on land. We already left our horse on our side of the bay, so we continued to move fast with the boat. Now we can see better with both our side and the other side. We keep going and going until we get close enough to our side of the land. We can

even see our horse with the diamond armor, indicating where to dock our boat. Finally, we dock our boat on the port and move everything from the boat to our horse to continue the journey back home. We then get on the horse and begin traveling back to our village. Just like before, we tend to avoid forests and move on the plains if we could. However, there are small mountains that we have to go over before we can even get home. After crossing the mountains, there are a group of enemies that attempt to shoot us. We shoot all of them and return to the village.

Since we are accused of killing a group of pillagers, we take a break and make plans to defend the village. We get out our diamond gear and hire our friends to come help us.

Shortly after hiring our friends back to our village, we prepare for the upcoming raid. Once we see the invaders coming into our village from the north, we turn back and see a villager ring the bells at the gathering sites, prompting the villagers to go home. While the villagers go home, we spawn as much iron golems as possible, making sure that there are enough of them for us to win the village. We also must prevent the invaders from breaking into houses as well.

When the raid starts, we use our current weapons to defend the village. We even send one defender to the other village to brew some splash potions and regular potions that are important for the raid. We make plans to use the potions if we are low on health and splash potions to be used against the invaders. Shortly after killing a group of enemies, we defeat the first wave.

That does not mean the raid is over. There are still stronger waves upcoming, so we prepare for the next wave by having our army patrol the borders of the village. We mainly use bows and crossbows to kill the enemies. If the enemies are close, we use the swords instead.

However, we are about to prepare for sleep. We make sure that no monsters are nearby. This is why we do not unpack yet. We attempt to lay down, but we can hear monsters nearby.

Therefore, we cannot sleep. We have to defeat the next wave before we can even sleep. The wave goes into midnight, and we work hard to get the enemies out of the way. Once the wave is defeated, we are able to sleep, but we keep our defenses on and sleep for the rest of the night.

Once the next morning begins, the raid is still on. We have only defeated two waves, with the third one changing the way we sleep and spend our night, making sure we do not lose.

Since we are already packed, we are ready to fight the next wave. We get out of the house and begin to attack nearby enemies. We count the number of enemies and their strengths. We tend to defeat the weaker ones first before we move onto the stronger ones. We also use different weapons for different hostile mobs. We make sure we kill the enemies near the houses, so that they do not invade the houses. We know that if all of the villagers are killed or beds destroyed, we lose the raid. We do not want to let the enemies invade the important parts of the village.

Once the fourth wave is over, we move onto the fifth wave. This is possibly the final wave. We try our best to defend the village. However, there are many pillagers in the village and a few boss mobs that we face. The Ravager is considered one of the bosses in the raid. We kill the pillagers first before moving up to the boss mobs next. We continue to repeat the same until the fifth wave has been defeated. If there is an extra wave depending on how many captains we have killed on the way back home, we continue to defend the village until the raid ends.

Once we defeat all of the waves in the raid, the raid is over. We take a break as we are rewarded with the hero of the village effect. We also buy foods that are discounted.

During the afternoon, all we do is celebrate. We plan to go to the gathering site near our house to be given a lot of items that we have never obtained. We also prepare to fill our inventory with items the villagers give us. As a result, we return back home and empty our inventory to

the chests. The only items we keep are the hotbar items. We exit the village and buy many items that are discounted from the village. Since we are heroes, we can live in this village for as long as we want. Just like before, we plan not to stay here forever. During the gatherings, the villagers throw random items at us, and we make our inventory full of items that can be important.

Once the gathering is over, we prepare for the night. One of our friends makes fireworks. At the beginning of the night, we set off the fireworks. Last, we go to bed and sleep.

On Wednesday, we wake up the next morning and get ready to work and celebrate the hero of the village effect. The effect lasts for about two days after the final wave has been done. We also get to work throughout the day and celebrate at the same time. Whenever we work, we can take breaks to celebrate. This is another day of celebration, but we are going to plan what is going on next for the rest of the week and also a little bit of next week as well.

We get ready for work and stay home like usual. Since we have been to the nether, we wonder if there is a boss there. If there is a boss in the nether, we would have a hard time fighting because the boss might send us to a pool of lava and die. Even if respawning exists, our items would still be lost forever because all of the items have been melted into lava. This is why we should not fight in the nether. Ever since we began visiting the nether, we thought that we would have a good time fighting a boss like the wither there, but we find out that is a bad idea.

After making plans, we take a break in the middle of the day while our hero of the village is still in effect. As a result, we buy discounted foods and eat foods from the hero effect.

After lunch, we explore the village and gain a lot of things. Eventually, we get enough items that we can use when we get to the end of the game. Since the nether is another dimension just below the underground, we have to find a way into space. We cannot believe that there is a

portal going from the surface to the nether. Now we must find a portal going from the surface to space. This is what we plan and believe to do later on, but we have the items to go for that. This is that the items given by the villagers as the hero of the village feels. It makes us feel like we plan way ahead of time and even think to ourselves about what is going to happen later.

The hero of the village effect is still ongoing. During the gatherings, we are given even more items, both the same items from yesterday and new items that are both important and not important. The ones that are not important can be sold off for money. We also explore the village and find more items to collect. Once we collect enough items, we return home and place them back to our chest to be used for later. Eventually, the chest gets almost full from the new items.

Tomorrow is the last day of the hero effect, although we plan not to take advantage of it. We unpack our items and end the period of raid and hero of the village. Last, we go to sleep.

TEN

On Thursday, we woke up to a new goal of trying to develop a new village today. We also have tomorrow as well. A defined developed village does not have to contain all 13 jobs if any developed villages are nearby. It has to have less unemployed villagers or none at all. We remember when we see that the village at the other side of the bay has more jobs than the villages at our side before development. We may have to add more jobs or beds if needed.

We get ready to go back to Bayside which is the small town just across the bay that not only needs to get developed but also have access to other villages on our side. We plan to build two ports with docks going to and from Bayside. Basically, we are trying to connect the villages on our side to make a group of villages called San Fierro while Bayside is another village just north of the main town or city that is connected by boat. When we find new technology, we consider building a long and red bridge connecting San Fierro to Bayside, and we inform others about that already. We get on the boat once we get to the coast. We sailed a long journey all the

way to Bayside. On the way, all we can see is water and a little bit of the Bayside. We can also see the main San Fierro land too. Last, we finally arrived at the coast shortly.

Once we get to Bayside, we count the amount of jobs and houses there once again. We forget if we counted the first time. We begin in the southwest corner of the village where we count the amount of jobs from there. There are almost no houses in the area. All we see is one farm and two buildings. The two buildings contain three cauldrons outside and one inside each, bringing a total to seven jobs in the area. We continue to count the amount of jobs beyond that before going to break. This means the morning ends, and lunch time begins.

We take a break for a while and plan to count for the rest of the day and possibly make some adjustments or developments. If nothing needs to be done, then this is developed.

We continue to count the stats of the village. Since we explore the village, we remember that Bayside has a population of eight and a job capacity of ten. Other than the southwest, we count eight houses and three jobs. The three jobs are the farmer, brewer/priest, and fletcher. One house and a gathering site is isolated due to the high hills. This means the village has been developed for not having any unemployed villagers. However, we plan to make adjustments by adding both the population and jobs in one day, although the beds and job site blocks must match in order to consider Bayside to become developed. We also plan on returning back to San Fierro tomorrow and begin the connection of San Fierro and Bayside through a small ferry.

We continue to stay and consider the developments since we may have forgotten some of the content in Bayside. Basically, we are trying to transform the Bayside village.

We make our way to the last shelter in Bayside before making quick developments of connection between this village and San Fierro. Last, we go to bed and sleep for the night.

We wake up the next morning on Friday and get so excited for the weekend. Since the village is almost developed in the first place, we plan to both match the amount of beds and jobs as well as making connections both within Bayside such as the isolated areas up the hills and better connection from Bayside to San Fierro through a small ferry. We also make some plans for the weekend which is exploring the nether even more and possibly discovering new items.

We get ready to build one family house that can hold four villagers. With one house added, the population would go up to 12, matching the amount of jobs in Bayside. Besides, some of the villagers may want to travel to work in the main part of San Fierro if we manage to connect two sides with an effective boat transportation and transit. Once we get ready, we are ready to build. All we need to do is find a spot to build a family house. There are a lot of empty spaces in the southeast corner of Bayside. We choose a spot there and place the site near the intersection. From there, we begin to build the perimeter of the site and dig the area too. Once all the grass has been removed from the site, we add the wooden planks in replacement of the grass. We continue to add walls to the perimeter of the site. After that, we add the content inside of the new house. These include the lights, chests, and most important, the four beds.

We take a break and make plans for the afternoon. Since there are still some disconnections, we have to connect the isolated places.

We get ready for the next mission which is connecting both isolated parts of the village, and connecting the isolated Bayside village to the main region via the new boat transit. However, we can only make boats that can hold up to two mobs per unit. This means we cannot make passenger boats that can hold more mobs in this part of the world. This limits the connection from Bayside to the other main villages at the south side of the bay. However, we can connect the

isolated areas of the village to the rest of the village. Our first step is to get to the top of the village. We get to the top of the village and find out that the current grass trails are too steep to climb to, so we plan to connect an alternate way with the adjusted trails soon.

We begin this by adding wooden stairs from the top of the village to the main part of the village. From there, we plan to make further adjustments, but we find out that at least one grass trail wraps around the steep trails and can be used by villagers. There is only one villager that is living at the top of the village while hardly anyone is using the second gathering site located at the top of the village. After seeing the village being developed, we take our time for the rest of the afternoon to sail back home in San Fierro. We land at the coast and move back.

Once we arrive at the village, sunset comes. We enter the house and get a lot hungry for running. We eat a small dinner and relax for not too long. Last, we go to bed and sleep.

We wake up the next morning, which is Monday. Because of this, our next work is to get to the nether and find something new. This is where we are going to spend the week. We might even encounter a boss we can fight, or even a raid. Even though we have been to the nether, there are a lot of things to it. We just did not have enough time to explore the nether before. Now this is the best time to explore since we do not have any development jobs to do right now.

We pack our important items up, including our furnaces. We need to build a shelter in the nether to relax. We also have to build two buildings, one near the portal, and the other near the fortress if we happen to find one. First, we find the best place to build the nether portal. In the western end of the village, there are two trails that lead to another trail along the river which goes to the port where boats can be docked there. We should have taken the shortcut, but we do not believe the river goes into the bay. Anyways, we dig up the former trails and leave one meter of

trail leading back to the village. The rest of the trail is being used to lead to the nether portal. From there, we build a portal made of obsidian and light up, and the portal works.

Once the portal works, we enter the nether. Once there, we begin to build our first shelter there to be safe while in the nether without being teleported several times. However, a skeleton arrives and shoots at us. We respond by shooting them back. As a result of getting attacked, we get hungry. Luckily, we have everything needed, including a furnace to cook some food.

We also have food with us. We take our break by eating watermelon and small meats. We make plans to learn how to survive in the nether and explore the adventures there.

After lunch, we first must learn the basics of surviving in the nether. Both the clock and the compass malfunctions in the nether. As a result, we do not want to lose track of both time and location. We must count the time in our brains and make maps in the nether as well. It is hard to make maps since the nether is made of several surfaces and is deep underground, even thousands of meters below the bedrock. We also believe a void is between the overworld and the nether.

After learning how to keep track in the nether, we go ahead and explore. We happen to land in a red forest biome. We continue to explore the nether until we find another fortress. This is where we need to build the two buildings. We build the two buildings, one of us working on each building, to make sure our shelters are safe. We first test the functions of important items and furniture in the nether. Most of the items and furniture work in the nether with exceptions. When we test the items far from the portal, we learn that the bed explodes when someone tries to lay down. Next time, we only use beds to make traps for other mobs and enemies.

After building the shelters and learning the basics in the nether, we return back to the overworld and into the village. Last, we go home and sleep at the beginning of the night.

We wake up the next morning at home and plan to return to the nether. This time, we are getting deep into the nether to find materials that are even stronger than the ones we can find in the overworld. We believe that because maybe we already obtained one of these before. We must find something stronger than that by going to areas of the nether that have never been explored before. Nobody else has studied the information of most of the nether though.

We get ready the same way as yesterday by packing the important items up. We also add extra crafting tables, furnaces, etc, to make sure we get safe in the nether. We even add extra item frames and chests to store the items in the nether. We can also rent a storage space near our house and store the items over there, so we do not have to make the storage dense in our house. This is the way we have to deal with this. Finally, we leave the village and enter the nether.

Once we enter the nether, we go into the fortress. We add the ladders to climb up the wall and down into the fortress. Once we add and climb the ladders, we enter the fortress. However, there is lava in the way. No problem since we add nearby blocks to block the flow of the lava. We then go downstairs and encounter a skeleton. We fight off easily. However, we encounter a wither skeleton and fight it off easily too. A wither skeleton is a black skeleton with a sword that can make us sick for up to an hour or so if we happen to get attacked. We also encounter another wither skeleton and a blaze and fight them off. We obtain the items to learn during the break.

We flee to a safe location and eat a big lunch. We need a big lunch because we have been attacking a lot. We also get out the bones and a blaze rod, which can be important.

After lunch, we return to the fortress and fight off more enemies. We get so attacked and so hungry that we need more snacks. As a result, we return back to the shelters and find some snacks to eat. They are to be used when getting attacked. Another way to cope is avoiding snacks

and using potions of healing and regeneration. However, these potions are expensive to make because we can only hold one position per unit while most blocks allow up to 64 per unit slot. We go deeper and deeper into the fortress. We even encounter a monster spawner that spawns the blazes. We fight them all off and get burnt a little bit. We manage to kill them all and obtain the blaze rods. We also exit the fortress and do something else before we return to the surface.

We dig some soul soils and soul sand which can be important blocks and items. We also encounter ancient debris because very old items that could be millions years old can be sunk into the nether. We obtain the ancient debris and get to the shelter to smelt the materials we have.

After smelting ancient debris as a test, we return to the surface and go home. We also eat a big dinner after a lot of fighting in the nether. Last, we go to bed and sleep for the night.

We wake up the next day again and get ready to return to the nether. Unlike the past two days, we only plan to spend the morning there and maybe lunch time depending on how we get the new items we have that have been so old. Our goal by the end of the day is to upgrade our current items to one higher item and stronger. However, we already have extra diamond items if we ever need to upgrade our useful items from iron or below to diamond ones.

Just like before, we get ready to go to the nether by filling our inventory up with many important items. Shortly when we are ready, we take a short walk to the nether portal and then to the shelters where we settle down many of the safety materials there. We also pack our first set of safety items known as the first aid whenever we run into getting attacked by hostile mobs.

Instead of going through the fortress, we dig deep down carefully. We have to be careful because we might dig and end up falling into a pool of lava. If we happen to fall in the middle of the lava pool, we end up burning to death along with the items, possibly melting the items and

becoming rock later on. We do not want to end up like that, so we must dig deep enough to find very old materials that happen to be strong. This is the ancient debris. We find a chain of these materials and dig all of them up. There are no hostile mobs present in our scene, so we are safe and not hungry. However, we mine a lot there. We mine only half of the ancient debris needed to craft all of the new items made out of that. We then make our way back to near the portal.

We take our lunch break anyways. Unlike normal nether lunches, this one is small with no meat to eat whatsoever. We also make plans to return to the mines to finish everything.

After lunch, we return back to the mines in the nether. We keep mining the netherrack until we shortly find a large chain of ancient debris. We mine all of that together, and we now have enough materials to return to the surface and upgrade our items. We return near the portal, and one of us goes ahead and collects the ingots we already have. We find out that the debris only works with the gold ingots. I smelt the ancient debris into netherite scrap. We combine the scrap with gold ingots to make a netherite ingot. We make enough of them to upgrade.

We return back to the surface and into the village. The villagers are still working but are getting ready to gather. Meanwhile, we are also packing our items up too. The current iron gear is planned to be transformed into diamond gear while I have the netherite set. I let my friend craft its diamond materials. When the villagers gather, I take my time to use the smithing table at the job center and upgrade my current diamond set to turn them into a netherite set.

Once my netherite set is done, we go out into the nether and the overworld to test the items and the set. During sunset, the zombies and the skeletons come. We test out the items in the night a little bit. With my netherite weapons, I can kill enemies slightly faster than diamond and use tools faster too. Last, we go back home after testing the new sets and sleep for the night.

After upgrading the set, we wake up and make plans to further upgrade our set to the strongest one it can ever stand on. So we make plans to craft something and find anything that can upgrade our weapons. This is because we plan ahead to use these upgraded sets for the boss fight we plan to make. Maybe after we get the boss out of the way, we get some rewards that would help us celebrate and show our strength to the whole world as well as what we did.

We gather some materials to see what we come with. This includes a group of rare and expensive materials to combine along with books of information. We craft all of these into an enchanting table. From there, we read the books of information and attempt to enchant some items. As a result, we combine the book to enchant the book. Once that happens, we craft many enchanted books for different purposes to be used on our strongest set we can ever have. We spend the whole morning crafting all of the enchanting books as we can.

We also head to the brewing location and do our expensive work. This is because we are brewing a lot of important potions for a potential boss fight that can help us survive and get through the fight. We brew more potions of healing, regeneration, strength, etc. We even upgrade the potions into a stronger version but lasts shorter though. Once we brew enough potions, we brew a lot of arrows, mainly the ones that cause harm to our enemies. However, the arrows of healing are useful despite the name because these arrows can harm undead mobs.

We take a break and make plans to spend the afternoon actually enchanting our set and testing them on various surroundings to make sure our set is the strongest we can ever get.

After the break, we begin the process of enchanting our set. I tend to enchant the netherite set because they are the strongest set I can ever get while the other attempts to upgrade the set of diamond which used to be the strongest set we believe we can before we even discover ancient

materials that are older and make our set stronger than the materials we can find. We gather our enchanting books and get ready to enchant all of our items. We first enchant the weapons and the armor. After that, we plan to enchant the tools as well. Here we go to enchant.

We first enchant the sword to make the sword more sharp. This makes the sword deal more damage to the enemies. We also enchant our armor to make sure we are protected from any attacks and damages such as fire and projectiles. After that, we enchant our tools as well.

After we enchant everything, we take our time to test every part of the enchanted set. We first test combat items first of the set before the tools. The combat items include a combination of armor and weapons. Overall, the enchanted set performs better than stock sets.

After testing the enchanted set, we settle down and unpack everything. We return to our normal appearance and prepare for the next day. Last, we go to bed and sleep for the night.

We wake up the next morning and make plans to find a battlefield before we can spawn a boss. The battlefield must be underground. It cannot be in the nether. This is because of a chance that the boss might knockback us into the lava and kill us as a result. The battlefield must also not take place on the surface as the boss would easily escape from the arena and possibly destroy the villages that we have developed. That means the cave is the best location to go to.

We pack up our cave set and items, so we can survive there. We must also find a cave we can ever get to. The first stop is at the main exit from the village to Bayside. Just north of the village is the cave, but the cave is too small. This time, we must navigate around the village clockwise. We also check out the plains that surround the village to detect caves.

. We move around the village and into the plains. This time, we circle half of the village to find out that there are no caves. We find only the small caves that seem boring. If we spawn a

boss there, the boss can easily escape and go towards the village. We do not want to let the boss see any village because if they do, the boss would destroy and ruin our homes. We also check out other parts of the surroundings until we get to the river. From there, we spot only small caves and not the big ones. A big cave is defined as a cave that can be entered from the surface without mining and going deep underground to the lava layers. Anyways, we circle around back to where we start the journey as we find no good cave. We stop at the first small cave by the end.

We mine in the cave to find out that there is another cave that is bigger. We encounter undead mobs, but they make us hungry. We eat lunch and drink potions before we go.

After lunch, we go deeper into the cave. We mine a lot of coal along the way while seeing other monsters like creepers and skeletons. We kill off most of these monsters, but we see the chain of coal nearby. A creeper comes towards us, and we get closer. We let the creeper hiss and explode the chain of coal. We get a few coal because some coal may be lost along the way. We go even deeper into the cave and mine like crazy. We mine the first chamber of the cave, so we may spawn iron golems. This may be the arena for the boss. If we spawn the boss and begin in the arena, we may get attacked right away. We might need another chamber for that.

However, we are planning to reserve the construction for tomorrow. We have one whole day before we can start off with the boss fight in about two days. We continue to expand the first chamber to make sure it can house several iron golems that can charge towards the boss. We can mine a little bit of the tunnel though. We mine a little bit of the tunnel. The plan is to make the tunnel long enough, so the boss does not disrupt the cave exit and make way out.

After setting up the arena and not finishing it, we resurface, thinking about finishing the arena tomorrow. We return home and eat dinner. Last, we go to bed and sleep for the night.

We wake up the next day and plan to build the whole arena. We need a lot of mining to build an arena, and our mining tools are perfect for that. We are planning to spend a lot of time mining. The plan is that we are going to mine a long hallway that leads to the chamber we are going to mine. From there, we are going to mine the chamber, spawn iron golems, eat lunch, and spend the entire afternoon packing up with gears in order to fight the boss we are going to see.

We pack everything up because the caves contain a lot of enemies. We also pack up the tools too since they are important. Unlike village developments, making a chamber is mostly not building and instead mined. Building is when we place blocks to make a shelter.

We make our way to the cave and encounter some enemies. From there, we continue to get deeper into the cave until we reach the first chamber. The first chamber is already developed and can be accessed through the cave way from the surface. The first chamber also has an entry to the hallway leading to the second chamber. However, the hallway and the second chamber has not been mined yet. We get out our pickaxe with the silk touch enchantment.

We mine a very long hallway. Together, we mine both sides of the hallway, so the hall is two meters wide and a lot of meters long. Once we spot the second chambers, we mine the stone at the front of the second chamber and place expensive obsidian there to prevent the boss from exiting to the first chamber, exiting the cave, and possibly destroying our village.

Since we encountered monsters and mined a lot, we got hungry. We eat some lunches and prepare for more food. This is where we have to cook more good food for the boss.

After lunch, the arena is already completed and can make room for the boss to spawn in. We resurface and encounter a group of enemies. We kill them off and get through the cave back to the surface. We continue to go into the surface and also into the village. This is where we have

to organize our whole inventory, so we can have enough gear to fight the boss and survive. We also must get the ability to obtain the drops from the boss once defeated later on. We begin to arrange the potions and arrows to make sure we have the right material. We already prepared well before starting with upgrading and enchanting our sets. All we need to do is to organize and cook a lot of food. We already know enough materials to fight the boss for tomorrow.

Next, we must cook a lot of food. As a result, we go ahead and either buy or hunt some food, especially raw meat, for cooking. Once we have enough raw meat, we insert coal and meat into our furnace. Sometimes, we need the butcher and its smoker to cook the food fast. We need a lot of them when it is lunch time either during or after the boss fight tomorrow.

Finally, we are almost done with the project. All we need to do is to pack and fight for tomorrow. We unpack our organized set. Last, we go to bed and sleep for the night.

On what we consider fight day, we wake up and make a plan to fight the boss. We already have some materials to spawn a boss. We take a look in the chest, and the items to spawn the boss must come from the nether. We already have at least three wither skeleton heads. We also have both the netherrack and soul sand. We keep arguing if netherrack or soul sand can spawn the boss until the less common soul sand can be used to spawn the boss we can have.

Next, we pack up the same way as yesterday afternoon. This time, we have to organize our inventory more, so we have the skill to fight the boss and keep ourselves healthy. Next, we come up with the name of the boss. Since the boss is spawned with three wither skeleton heads, we call the boss the wither. We go to the cave and build to spawn a wither in the second chamber.

After entering the cave, we get to the second chamber. We build the prototype with four soul sands similar to an iron golem prototype. However, the main blocks are the soul sand, and

three wither skeleton heads on top of the soul sand. Once we build the prototype, the wither spawns. The wither powers up and explodes the chamber to expand it. From there, we shoot with the bow and the arrow of healing. This time, the arrow of healing actually harms the wither since the wither is an undead boss. We attack the wither quickly until both the iron golem and us kill it halfway. From there, we use the potion of strength and charge to attack the wither with swords combined with the iron golem attacking. We get attacked and get the wither effect. Shortly after that, the wither is killed, and we get the nether star with our inventory to be full.

After the wither is defeated, we resurface and take our time to heal ourselves and recover. Sometimes, we drink milk to cure the wither effect along with large amounts of good food in order to regenerate health. We also use the potions we have too. Once we take our time to relax and recover, we unpack our inventory for the boss. Last, we go to bed and sleep once in for all.

ELEVEN

On Saturday, we wake up and plan on using the nether star to celebrate the defeat of the wither boss. We do not know what to do for the rest of the day until we examine and study more about what the nether star does. This special item is the first one to consider before doing other work for the day. Because of the weekend, we are also planning to relax for most of the day, unless the nether star contains some useful way to celebrate. For now, all we need to do is spend some time.

Once the plan is over, we stay at home as normal but search everything in our storage for a surplus of items we do not even need. We take our first search within our house and spend the majority of the morning not finding the correct items or complementary ones with the nether star. In fact, we are the first humans on earth to ever obtain a nether star for defeating the wither. This makes it difficult to even find the right items to craft along with until half of the morning passes.

Beyond our household storage, we also have a public storage room where we store some items we do not even need. This includes excessive building blocks and other materials we forget

to produce in order to supply more goods for the village. We conduct careful research in order to find the correct items that we can use along with the nether star. There are only two items that are correct to craft with the nether star, but we search for the incorrect items for the vast majority of the time. Even when we do search for the correct items, we never know that these two items are the correct ones to craft with. This makes us feel that we may waste the nether star at first. Just before throwing the item away, we take out a final set of goods, which are obsidian and glasses.

For break, we relax as normal this weekend and continue to examine the uses of the item. It turns out that the nether star can be crafted with the correct items to celebrate the defeat.

After break, we combine the nether star, obsidian, and glasses in order to craft something we can use to celebrate. We experience trial and error because of the different amounts of items and the combinations needed to craft such an item. However, the crafting is much easier because we place a nether star in the middle of the crafting table. All we need to do is to try out different combinations of obsidian and glasses and also by the amount per side. Finally, three obsidians at the bottom and five glasses on top that surround the nether star is the right combination to go.

As soon as we place the right combination of materials, we craft a new item and name it a beacon. A beacon is a block that projects a light beam skyward and can provide status effects such as Speed, Jump Boost, Haste, Regeneration, Resistance, or Strength to nearby players.

However, the villagers still gather like normal despite it being a weekend. This time, we do not gather and instead relax for the rest of the day. We settle down at home and place the new beacon away either in our household chests or in a public storage room. We then return home.

During sunset, we unpack our inventory and take off our armor. This is how we settle as normal. As we prepare for the night, we check our hunger. Last, we go to bed and sleep.

On Sunday, we enter a new week, wake up, and plan to celebrate both the defeat of the wither and our victory in the boss fight. However, we still do not know the full function of the beacon since the item is new to the world. That means our plan for the morning is to research what the beacon does and its possible side effects. We also need to write a book about how beacons are made and the future of these items. As of now, we are the only players ever to obtain a beacon.

Once the plan is done, we begin to write a book about how the beacon is obtained. With our knowledge, the only way to obtain a beacon is by defeating a wither. Withers are only made with four soul sands and three wither skeleton skulls. The right order is placing the first soul sand at the bottom center and a second one in the middle. The third and fourth soul sands are located on the sides of the figure before placing the three skulls on top of all three soul sands located in the middle of the figure. Once the figure is made, the wither spawns and attempts to attack every passive and possibly neutral mob nearby, making it a dangerous monster with difficulty.

Because we are the first players to defeat the wither, we need to teach other soldiers and combat fighters to defeat the wither because of its complex behavior. Defeating the wither needs to be highly trained and have the best combat set like us. This is because we predict that when we train enough soldiers to fight more withers, the outcome depends on the skills of each troop. We predict that at least one or more soldiers are expected to die while fighting the wither.

During break, we continue to write but in a new section about the victory and how to use the nether star. To let everyone know, we end the writing with two nether star compliments.

Once break is over, we spend the afternoon using the beacon to conduct trial and error. As beacons are extremely difficult to obtain, they are very expensive once there is at least one in sale. As of now, the only beacon we have in the world is the one that we own. Because there are

very few players who know about beacons, both citizen science and crowdsourcing are difficult to conduct as doing these actions requires a lot of trained soldiers as a large army. A few hours before the gathering, we place mineral blocks and a beacon on top of the village center. Beacons can also be waterlogged and conduct redstone power at the same time. When "activated", beacon blocks provide two unique functions: A landmark beam reaching into the sky, which can be visible from far away and powers, which give players status effects within a certain range.

In order to activate a beacon, it must meet the following requirements. It requires an unobstructed view of the sky. Transparent blocks (glass, water, etc.) and bedrock (the nether ceiling) are allowed. The beacon is on top of a pyramid constructed from iron blocks, gold blocks, emerald blocks, diamond blocks, and/or netherite blocks. Once the beacon is activated, the villagers gather and are surprised by the beam that attracts more settlers to the village.

After celebrating the victory of the wither boss fight with the beacon gathering, we sleep for the night and wake up the next morning. Next, we plan to spend some work researching more about the functions of the beacon before getting ready to leave the beacon village for another village to develop. We also plan to work a little bit of a normal job in the village and also include a beacon to be involved at work. This means that we watch the behavior over a large-scale village day.

Once the plan is over, we get ready like normal and exit our house. We begin the morning conducting even more research on how beacons are activated. Due to the limited gathering space for the village, we can only place nine mineral blocks with a beacon on top, in which we did.

However, we can alter the function of the beacon by expanding the beacon’s space, which is not only the beacon itself but all the surrounding mineral blocks. At first, we do not know the

data about how the amount of mineral blocks surrounding the beacon affects the strength or the other functions of the beacon. Next, we temporarily move the beacon to a large space and obtain all of the mineral blocks as well as minerals in order to craft even more blocks. We begin to get research about the structure patterns required to activate a beacon, depending on the size. We try in different ways on how to obtain different outputs using various input until we choose one.

Pyramids are the structures required to activate beacons. There are four possible pyramid heights. More pyramid levels make more powers available in a wider affected vicinity. The type of mineral block used to build the pyramid is entirely cosmetic and has no functional effect. Several different block types can be mixed without affecting functionality. If the pyramid is damaged so that the beacon deactivates, the previously-set powers resume their effects upon reactivation when the pyramid is repaired. This applies to piston-altered pyramids as well.

Multiple beacons can make use of the same specific mineral blocks below them. Combined pyramids do not need to be symmetrical. For example, a 6-beacon (2 by 3) pyramid. It requires a total of 244 mineral blocks, with a base layer of 10 by 11.

A vertical beam appears from a beacon if the beacon is activated, extending from the beacon block up to beyond the top of the world. It is visible up to 1.342 kilometers away.

The color of the beam may be changed by placing blocks of stained glass (or stained glass panes) anywhere above the beacon block. The beam changes colors according to the colors of glass placed above it: the first block sets the beam color, while each additional block sets the color by averaging the red, green, and blue components of the current beam color and the block's color. The color values are the same as those for the corresponding dye. This also works using hardened stained glass and hardened stained glass panes.

As the blending algorithm is considerably simpler than that of leather-dyeing, a much larger part of the sRGB space is available. A player may experiment with stacking glass, although programs that calculate combinations are also available.

Beacon beams cannot go through most blocks, but can go through bedrock (to allow beacons to be used in the Nether) and end portal frames.

Once the beacon is emitting a beam, it can then be fed one iron ingot, gold ingot, emerald, diamond, or netherite ingot to select the status effects given to players within range of the beacon. This is done through the beacon's menu, displayed by touching while looking at the beacon block. It doesn't matter which of the items is fed into the beacon.

In the menu, the player places the item to be fed in the empty slot and clicks an effect from the "Primary Power" section on the left. If the beacon is sitting on a 4-level pyramid, the "Secondary Power" section on the right also becomes active. The player can then choose either to turn on the Regeneration power in addition to the Primary Power or to raise the primary power to Level II. The user checks off, the item is consumed, and the power(s) become activated. To change the beacon's powers, this process must be followed again, consuming another mineral.

If the pyramid is broken, effects deactivate or weaken, or the beacon deactivates entirely depending on the level of the pyramid that is no longer complete. Upon restoration of the pyramid, the originally selected power returns without the need to spend another item.

The five Primary Powers are: Speed I - Increased movement speed, Haste I - Increased mining and attack speed, Resistance I - Decreased nearly all incoming damage (2-level pyramid required), Jump Boost I - Increased jumping distance and height (2-level pyramid required), and Strength I - Increased melee damage (3-level pyramid required).

The Secondary Powers available with a 4-level pyramid are Regeneration I - Regenerates health and increasing the Primary Power to level II.

It is also possible to combine two different primary Level I powers: select a primary power in the left panel, select the Level II option in the right panel, and select the second desired power back in the left panel. Only one of the two powers appear to be selected, although both effects are active.

Every four minutes and forty eight seconds,, the selected powers are applied with a duration of 10 minutes and 48 seconds, plus 2 minutes and 24 seconds per pyramid level, to all players in range. Thus, when powers are changed or a player travels outside the area-of-effect, the powers persist for 360-648seconds, or 936-1224 seconds with a full pyramid.

The beacon affects an area in the shape of a square column, which reaches downward and out to each side at a range determined by the size of the pyramid base, and upward a distance of that range + 384 blocks. The distance from the player to the beacon block does not affect the intensity of the status effect.

Beacon blocks can function as light sources, emitting a light level 15. Like other light sources, they melt snow and ice. They are block entities, so they cannot be pushed or pulled by pistons or sticky pistons.

After celebrating our boss battle victory, we return home and settle down for the last time. This is because we want to travel and study in the future. Last, we go to bed and sleep.

TWELVE

On Tuesday, we wake up and plan to explore other places within San Andreas. Currently, the city of San Fierro, which is small as of now, is finally our home town for the rest of our lives. Despite having a home, we still plan to travel and stay outside of San Fierro for a few days, weeks, or even months. We gather the map of San Andreas as a square area that covers multiple villages and San Fierro as both the largest town and village. No areas are large enough to be cities.

Once our plan is done, we pack everything up and leave some of the least important items behind for when we come back. We only pack up items we need to live in a different place. From there, we travel east with the horse and arrive at another village that also has been developed. At the other village, we bring our horse into another yard along with hay. We then make sure we are able to leave the village and row a boat towards the east. We then bring our boat with us.

We continue north towards the river and begin our journey from the south bank of a river. We row our boats along with a full inventory and travel east towards the desert. As we spend the

rest of the morning on our boat, we explore the desert side to the left and the plains biome to the right. We stay on the right side of the river and sometimes see other mobs either on another boat or swimming in the sea. We stop at the desert side of the river and get off to go to the outpost.

The outpost is where the pillagers live that tend to attack nearby villages. We travel north for the rest of the morning and encounter a pillager. The pillager attacks us, but we attack him back without killing him. This is because we see a desert village nearby and flee instead of fight.

By the time we arrive at the village, we take a break in the middle of the day. While the other villagers are working and are native, we take some lunch and become the first visitors.

After break, we begin talking to one of the villagers about why the village exists in the desert biome instead of the nearby plains. The villager responds that all villages start when they are built. In order to reach our goal of upgrading the old village, we need to understand its roots.

Everyone during the early stages of history begins their life with no idea of being smart. They all have freedom during the early stages and can do whatever they want. Sometimes, mobs do crazy behavior in life like stealing and killing other mobs due to a lack of property ideas. This makes the early stages of history unfair, and something needs to be done to prevent such action. The process begins when one individual produces everything for free as needed like food, mainly by hunting. It also needs shelter, which is simply breaking trees and building a small house.

By the time we gain the first unit of background, there is not enough time to build shelter that we like. Instead, we use the limited amount of time to build a small house and cram items in just a few chests. We also install a crafting table and two beds, quickly filling our small house.

Once the small house is built, we settle down and are so excited to learn more tomorrow. We relax in our beds while the villagers find their way home. Last, we go to bed and sleep.

On Wednesday, we wake up and plan to learn more about the background of the desert village. We also plan to study the ways we can spend our time while at a minor village. In fact, we are in a minor village because nobody else officially declares the village to be counted in society yet. This is going to change because of us. We have no idea on what to do first but come up with a few of them. One of the first ideas to consider is simply expanding the village, in which we are.

Once our plan is done, we begin to explore the village and encounter some nitwits. These are the types of villagers who wake up later and wander around the village instead of working. We know that every behavior is regulated and may contain some costs. In order to simplify the understanding of the background, we resume our own lessons by ourselves and eventually some nitwits later in the morning. Because the village is old, there is almost no school there either.

During the early years of history, everyone produced things they needed without trading and continued to travel everywhere. Locally, at least one individual gets an idea of trading and gives up production of everything but one job like producing food. Specialization begins when two or more mobs produce one major need or goods and obtain other items from other mobs by the process of bargaining, where money is not important yet. When someone comes up with an idea to measure the value of each good, a new group mines something to represent value like a paper or mineral and assigns a value to each good. Item usage should always have a purpose.

Once we get as far as learning the usage of money, we take a break and do a little lab for a bit. We both have different items in our inventory and use our own money to trade some.

After break, we must understand the cost of working and simply expanding the current village we are in right now. We must also use the background of how villages are built in the first place as well. Villages tend to be built when new villagers build one each structure without being

together in the first place. This forms the idea of property where villagers use their resources from the early stages and form each structure within a property. Some villagers have similar or same interests and are friends in order to work together on bigger properties. Some properties can be shared by up to four villagers. Because everyone has different interests, each household must have one type of things to produce and obtain other needs from other properties. Everyone should have at least a form of money before giving them to other households or businesses for the exchange of goods to be consumed. Now we understand basic trading this afternoon.

We end up learning more than building. This results in our original plan of building to go slower than normal. We spend a little bit of the afternoon digging the sand, just for free and then attempting to replace it with sandstone. We can sell the sand for money and buy sandstone to use for building. We may also slowly craft sandstones but do not have time. Last, we sleep.

After a confusing first full day in the desert, we wake up and plan to learn a little more to make sure we do not experience too much costs. By the second full day, we now have an idea in order to expand the village like normal. It seems like expanding a desert village is more expensive than normal because we are not used to the village desert culture. As we get to the end of the plan, we have more ideas of making the desert village special such as a village for a game of chance.

Once the plan is done, we begin an idea about combining certain types of items or goods into markets in order to become a theme for each project to be built down south. This helps us connect the background and building blocks of the economy into themes of projects down south.

While the roots of just the birth of the village is complicated, the expansion to the village is really not. This is because we are building a new village between the old village to the north

and the outpost to the south. Instead of expanding the village in all directions, we are only doing an expansion towards the south that consists of one trail. This is the first time where a major village is going to have just one trail instead of multiple trails like before. Because the expansion is just in one direction, we can call the village extension the strip. Doing such a project should help us learn how we can impact the world and make good decisions. Now we can pretend that the old village and the outpost are doing their own business and ignoring society for a while.

During break, we eat some lunch and drink water. We then explore our inventory and get to assume that we have all of the items that come from land for free without having to trade.

Once break is over, we enter the afternoon where we begin working by ourselves. This means we separate for a little while and work on separate projects across the strip. My lab space is located on the right side of the strip when we face north. We also pretend that we automatically obtain all the resources from the land below and craft everything from there, but the reality is that we have been working so hard to obtain the current items we have throughout the world.

Once we explored all of our resources, we can compare the types of items we have and both have similar building materials for us to build. I like to build with regular bricks and oak wood while my friends build with different material combinations like sandstone and birch. We are also responsible for farming our own food instead of stealing or buying them from the village nearby. These are the rules of the lab, so that way we can eliminate the complications of society and restart simple before eventually moving to a larger scale. We spend the rest of the afternoon laying out building blocks around our site after claiming a property for free with empty land.

Once sunset passes, we quickly build separate huts and store all of our items in multiple chests. We assume that we do not know each other yet again and then go to sleep separately.

We wake up inside separate houses and have separate plans. This is because we are not allowed to meet until we feel like we are ready to trade. We have to spend the morning pretending to not work on just one product. We have to make all the products with both needs and wants for just ourselves and nobody else. This also means we have to make everything ourselves for free as if trade does not exist at all. Finally, our main plan is to make progress before we meet again.

At the start of the morning, we begin using our limited resources to build a small farm and then use the remaining seeds we have to farm some food. Of course, our properties do not contain as much seed as the plains and forest biomes. For both of us, doing experiments only in the desert does not work. This is why we hire another friend or mob to help us roleplay just south of the desert and set another property northwest of the main site as well as the desert. Because we already know that people live in different biomes of the world, the differences between each biome allows groups of people to work together, produce certain items, and trade in which we are going to do later in this experiment. The third friend is now settled on its site near the river.

As we become tired working on two separate sites, I welcome my main friend to help get at least one building done on the right side of the strip while the third friend farms more food for us to trade. We are generally good at constructing buildings while the third friend is now good at farming. Before lunch, we form our first market along the strip, offering trade in the middle.

We first take a break with a bargaining simulation. We manage to build more than three rooms at our sites while the farmer makes enough food for us to last for a week. We then trade by giving one room to the farmer, and the farmer gives us enough food to last for a week and eat.

In the afternoon, we continue the experiment of bargaining along the strip and then learn that production rates can change for many factors such as weather, environment, brain functions,

etc. Because we have to agree to trade and set a time as well as the possibility of us not needing some items despite that item ready to go plus enough items to give to other players who want it. Again, now we can set a value first by the amount of sand that we all have due to lots of sand in our area. Therefore, we can use blocks of sand as a currency for our experiment. For example, we can all agree to make one food item worth one block of sand, and a brick room to be worth about three sand blocks. Now we have to find our new way of how our next experiment works.

Now again, leather is a material to make clothing. We are still good at making leathers and clothing as well as other items. We can give one more sand block to the farmer, causing the farmer to gain one block while we have zero but have two more food items. Now we understand.

Once again, the amount of clothing we have provides us with two blocks. We then give the clothes to the farmer, where the farmer gives the only block to us before we go to sleep.

On the third day of the experiment, we still need to understand our new ideas for ourselves and how it connects to the big picture in reality when it comes to production and costs. Our goal for the end of the experiment is to build a strip of properties of different themes and markets. While we are still far from the end, we can gradually get the work done and exponentially complete the experiment as we understand more about efficient production and get bigger and bigger profits.

For example, before we move onto the advanced levels of expanding the village, we have to conduct and write out some notes on what happens. Because sand is basically everywhere near us, we can all dig out sand and set a value to the items that we make. We then make rounds.

We begin round one with the following items and blocks. I produce two rooms, my friend produces two rooms also, and the farmer produces fourteen wheat and fourteen carrots. Now we

all dig out sand and set a value to each of the items that we produce or craft. Each room is set to sixteen sand blocks, and each food item is worth one sand block. Additionally, a fourth friend is now in the experiment whose main job is to hunt and produce meat. While each farmed food is worth one block, meats are now two blocks per unit because there are steps to obtaining meat. In total, the fourth player produces a total of twenty eight items, adding to fifty six total food items.

With each player not able to produce the other items, they need to find a way to obtain the items that are needed, wanted, or demanded. Before lunch, the four players agree to trade and use their given amount of blocks to perform an experiment. For example, we are given revenue in such a way that the first round of production gives revenue for our own products, though this might not be true at all. We are able to produce four rooms, and it is fair to house two friends.

For this experiment, we have a total of thirty two blocks, or sixteen blocks per individual mob. For each carpenter, nine farmed foods are taken for nine blocks, and six blocks have been spent for three meat foods. Within the meat market, cooked meats are worth two blocks, and the raw meats are worth one block. This makes it cheap to buy meat and cook it instead of service. I buy raw meat while my friend buys cooked meat. Now I spend nine blocks for farmed foods and only three for raw meat, making me save four more blocks than what my friend has. On the other end, the food workers gain more blocks. The farmer adds 18 blocks by 18 blocks, causing him to get 36 blocks. The hunter gains 3 blocks from me, 6 blocks from my friend, and 9 blocks total to add up to 18 blocks. Now the food workers have a lot more blocks than us, but there are costs.

The food workers do not have a place to rest. We sell two rooms for thirty two blocks, or sixteen blocks each. Each food worker spends sixteen blocks, causing the farmer to have 20 sand blocks and the hunter to have 2 blocks. Once we understand trade, we go to bed and sleep.

We wake up the next morning and plan to understand more about how to basically expand the village towards the south and create a new purpose. We have been repeating the goals so many times because we keep forgetting some of the details on how everything works. We have to recap the first round of trading before moving onto the second round, which includes the division of labor. We also have to find a way to turn our experiments into at least two businesses to run.

Once the plan is done, we move onto the next round. While everyone can dig out their own sand blocks everywhere, this does not mean we can buy everything. For example, when we all dig out more than sixty four blocks, and prices remain unchanged, then the second round of trading experiences a lot more demand on the items that are taken, making the markets run out of sold items very quickly. To combat this, it is recommended that either no block is taken, or the prices can go up in order to respect the production rate. Then, the second round begins.

During the second round, the four players in the lab repeat the first round activities but at a faster pace. Assuming that there are only four players participating, there is no demand for new housing, meaning no incentive to produce more rooms. However, we can produce more furniture and other household goods instead while everything else stays the same for the morning.

A few hours before lunch, we begin to shop for something and count how many blocks we have. Each player produces blocks worth of goods and services once again. For example, the two food workers have enough blocks to buy the chests and chairs we have, in which we set the total price demanded to be about a dozen blocks. The buyers pay us, and we earn a dozen blocks.

Just before the middle of the day, we use the excessive amount of blocks to pay for the groceries we need for lunch. In return, the food workers earn revenue from us while we pay to eat lunch. Once everything is traded, we all take a break and eat lunch before dividing our labor.

Once we are done with the lunch break, we make a recap that there are two markets for the experiment. Within a market, there are two players each. In order to make each player unique and productive, we have to further divide the experiment and markets into roles. We begin with the construction market where I am responsible for building while my friend is responsible for obtaining the materials just for building. Nothing changes for the agriculture side of the lab.

During the afternoon, the production culture changes. Now construction begins with my friend finding building materials nearby and then sometimes either smelting or crafting into good building materials. Because I do not have to worry about obtaining the building blocks myself, I can obtain them through buying. This means I have to pretend that I should already find work to do before purchasing the building materials like temporarily farming for days, helping to produce a lot more food and food storage than before. Once I get enough sand blocks to buy the building blocks I need, I pay my friend and buy the materials I need. From there, I begin to work.

While my friend is producing as many building blocks as possible, I use the purchased blocks in order to combine all four buildings into just one building. This is because I am building my own version of a store at the center of my site, creating new job roles such as selling food. I am beginning to drift away from building and changing my roles into being a cashier. Not only does my work impact the whole lab but also changes the roles of the food workers as well.

For example, the new economy involves my friend experiencing low demand because the new building blocks are now useless but can be stored in the future. Now the farmer can work a lot harder by hunting too, while the former hunter takes the new role of transporting food.

Once the lab hours are finished, we all wrap up the work and go back to the rooms. When we return, we organize all the items away and settle down one last time. Last, we go to sleep.

The next morning, we wake up and plan to level up on understanding our new ideas. Before we move on, we have to consider our predictions for the whole day, starting in the morning. For the morning, we plan to observe every work the players have done and possibly discover more stuff to cover for the afternoon. We also have to remember the different roles and outcomes that our lab experiences. This is because we have to test different possibilities within the lab at first.

Once the plan is done, the real job begins. I play the role as a cashier while my friend is on track to being laid off. This is because almost nobody wants the building blocks, and that it is a lot better to not produce more building blocks. My friend already has excessive blocks to use in the future. Now the unemployment rate is at 25% only in this lab. There are three workers.

During the middle of the morning, the food producer is able to make a variety of foods on the market and assign lots of prices for each item. While there are costs of transporting foods to the store, the former hunter uses his money from hunting in the previous days to pay the farmer to obtain all the foods needed to get transferred to the store. The transporter then sells the foods while I pay to obtain the foods in order to sell, using the money earned from building the store. This results in a lot of trading during the day, causing the two workers to earn a lot of money. As the morning comes to an end, nearly everyone in the experiment has enough money to wrap up and end the lab, though some have more money. Now we are ready to gradually zoom out.

In the middle of the day, I sell the food, but I do not own my lunch yet. Even while I am working, I buy some food myself, and everyone but the food producer buys the food from me.

Once everyone eats their lunch, the afternoon begins, and I earn a lot more revenue from the increasing demand. As we begin to understand more about the basic details of the economy, the experiment comes to an end, and now we have to compare the units of sand to the units of

emeralds, which is the dominant currency of the world. The sand blocks are just a currency of the lab experiment only. To simplify the exchange even more, we all set one emerald equal to about two sand blocks, and the experiment officially ends. As a result, we begin to change labs from trading to using money with the government, as in at the center of the nearby village.

As we convert our old, small brick house north of the gathering area, into a bank, we then let the villagers work for the rest of the day before we take a role. As the villagers stop working, they begin to gather near us, which signals the best time for even more trading. For every trade, whoever is paying has to pay slightly more money than before. This is because both buyers and sellers must pay us some money. Producers earn revenue but pays us in the form of taxes as a part of the deduction. Buyers and consumers pay more money to us in order to keep governing the village and preparing to zoom out even more. At the end of the day, we go to bed and sleep.

We wake up the next morning for one last time before leaving the village for good. However, we may spend a couple of days, weeks, months, or even years working on just one project. As we learn and understand more about economics, we are able to zoom out and form a company. We also forget to pay taxes because of the lab that serves as a small version of the economy. We also have to find a way to invest in both money, time, and effort in order to make another big project.

Before we cover all the costs, we make a quick plan to expand the desert village only to the south and just one trail that is known as the strip. We create a goal and form a new industry called tourism. This is because we plan to build expensive resorts with current technology.

However, we live in a time where redstone electricity was just born. We know that a new business or company contains some costs, but they are covered by the experiment. Even when

we do not have enough money to cover all costs, the debt can be paid off once everything opens up, and more tourists come to the new, expanded village. However, this may be unreasonable, and we need to come up with ways we can cover all of the costs. We know that the big project is going to be very expensive and requires a series of small payments before we are able to store all the money that is needed. For example, we need to begin working gradually before the project.

We begin to govern the village for a while and encourage the villagers to borrow. That is when the villagers buy now to get the goods and services demanded for free at first. Eventually, the villagers are planning to pay the initial price later, but there are costs to both own a product and money at the same time. We set the simple rate to only one percent of the principle and take a simple example, a house. A house can cost a thousand emeralds, and the villager can pay ten emeralds a week. We then observe and gradually earn a lot more money through interest.

With a buildup of interests through multiple mortgages we make, we can use our hard work to store all the money to cover the costs. This includes not just the production of building blocks but also importing other materials and goods as a part of the project. A combination of producing our own supplies and importing others help get the project done quickly. We also have to hire a lot of workers, making sure that we get the right amount of workers to cover labor costs. We finish the project for a while, storing excessive money that can be used for gambling.

THIRTEEN

After building an expensive project known as the strip south of the small desert village, we named the village as Las Venturas and asked some residents from there as well as others throughout San Andreas to work on the network of trails connecting major towns and villages. As such, we also plan to return to San Fierro to continue to grow and connect some villages to form a town or even a city. We also may not be able to finish every project on time ourselves.

Once the plan is done, we begin a long journey back to San Fierro. We take the same way as we enter, which is the water. This is because we do not have to either run through the plains biome or the desert biome. We continue to row our boat until we reach the village that we parked our horse on. From there, we take our horse and continue south. This is because we change our mind and want to expand the network of villages and combine all of them into just one city.

Just before we are about to return home, we change our mind and plan to go even further towards the south along the coast. We travel with our horse and enter the mountain biome right

from the village that we have been through. We end up at a steep section of the mountain but not too steep, so we are able to jump our horse two meters over the stone and continue traveling to the south. This is because we are trying to find a big village that we are able to develop. Even if the village is small, we may want to expand the village and make it as significant to the world as we think of. Once we reach the top of the mountains, we end up at a plateau and ride fast before coming down. Before we take a break, we travel around the forest and cut through an open spot.

Once we cut through an open spot, we take a break and relax for around an hour. We may be halfway between the developed San Fierro and another village nearby to be developed.

After break, we continue our journey towards the village we are about to enter. We ride the horse and continue to travel as we enter the snow biome this time. After a while in the snow biome, we continue to move on the ice and cross a lake or river until we get to the other side. As we get to the other side, we continue to travel on the snow biome for a little bit until we reach the mushroom biome. Because the mushroom biome is so dense, we try out getting on top of the tree that we are about to climb on. This works because we manage to reach the top and run through the mushroom biome. After that, we enter the plains as we are getting close to the village.

Once we are close enough to the village, we are able to see it and head there. As we head to the village, we slow down our horse and find a yard to store our horse. It turns out that there is no yard to store the horse because the village is a lot smaller compared to the developed villages that we already did. We settle down and quickly build our horse at the southeast corner where the villagers gather. We also built a yard and stored my horse there before finishing the house.

By the time we finish the house without furniture, we enter bedtime. Instead of sleeping on time, we settle down, install furniture, and store our inventories away. Last, we go to sleep.

We wake up the next morning and enter Wednesday. This is a perfect day for working, so we get a plan to consider what needs to be built. Because the village needs to be developed in four days, we may need to understand a lot more about interest. We also have to consider that the developed villages do not need to be so huge, and we do not have enough resources to even develop in the first place. Before we get our plan done, our first task of the day is finding what to buy to work.

Once the plan is done, we begin to enter and explore the village to examine the costs just to produce the village development. Before getting into everything, we have to count the total population of the village. Once we count the population, we notice that there are more villagers than beds, meaning some of the villagers have to either sleep without a bed or let the villagers steal our bed whenever we install one inside our house without a fence and a gate to protect us from having our beds stolen. This is also the reason why the village needs to be developed first.

Not only do we need to have enough beds for villagers to sleep but also the job site block as well. This is because we have to make sure we do not end up with unemployed villagers. The unemployed villagers are caused by a lower supply of job site blocks than demand.

We never know how many regular villagers there are compared to either nitwiths or kids. Even when there is barely enough supply to meet demand for the jobs, there may be some kids that are ready to work but cannot because of the low supply. This means we need to ramp up.

As we spend the entire morning exploring the village just to collect the information we need to develop the village, we take a break. We go to a pond, play around, and mine instead.

As soon as break is over, we explore the cave with the waterfall inside as we slide along the falls. After sliding down, we encounter a stronghold but plan not to explore it. Once we are into the stronghold, we notice that we are not able to go up without ladders. Luckily, ladders are

located inside the stronghold, and we take them with us in order to build them where we need to go up from. Once we are able to resurface, we reconsider what needs to be done to develop the village and examine the costs. In order to develop the village faster, we need roles.

Other than the two of us, there are some villagers that may help us develop the village. As we are beginning a new business, we set aside the initial amount of money to store and get rewarded for just planning and barely getting started on the building. However, we do not have enough money to suddenly pay for all the materials we need, so we buy all of the supplies of the materials and get the same materials on our own. Even still, our debt still grows but is going to be paid back soon. Due to a sudden low supply, we make interest increase with a short time.

After entering debt on our own, we return home and consider exiting our debt in three days, which is the set due date for a developed village. Last, we go to bed and sleep overnight.

On Thursday, we wake up and plan to build enough houses and businesses in empty spaces in the village using all the materials we have. The morning is planned to be used on just building the structure of the house without furniture. The afternoon is going to be used considering how the furniture is going to arrive at each new house. This could be done either by crafting furniture or importing them from other markets such as the wandering trader. This is the second work day.

Before we begin the process of actually building, we make even more plans and find the book or part of a book that we have not known yet. Most villages contain trading, and it applies to all the villages in our world. We do not know why villages use one type of money instead of two or more. There are also other costs to consider like getting the project done on time followed by taxes, money given to us by the government to develop. We then read and discuss trading.

The trading system is an economic mechanic that allows players to trade principally emeralds for items (and vice-versa) with villagers as well as wandering traders.

Approaching an adult villager with a profession, or on a wandering trader allows a player to trade with the villager or wandering trader.

All transactions involve emeralds. Villagers buy or sell goods for emeralds, and wandering traders sell items for emeralds, but do not buy items. Trading is the only legitimate method of acquiring the globe banner pattern, woodland explorer maps and ocean explorer maps in Survival mode. It is also the only renewable way to obtain bell, diamond gear, lapis , sand, red sand, coral blocks and small drip leaves.

Villagers have five career levels that can be increased by trading with them. Each villager starts at the "novice" level. A villager's level can be seen in the trading menu. The badge they wear can also be identified: stone for a novice, iron for an apprentice, gold for a journeyman, emerald for expert, and diamond for master. Trading until the villager's trading bar gets full unlocks the next level of trades. When a player trades with a villager, both the villager and the player gain experience. All villager trades reward the player with 3–6 experience, or 8–11 experience if the villager is willing to breed. Trading with a wandering trader also rewards the player some experience, although the trader does not have experience levels to gain. A villager levels up when its experience bar becomes full and gains up to two new trades, along with keeping their old ones. Additionally, a villager receives a Regeneration effect, and becomes surrounded by purple and green particles for 12 minutes.

A villager's profession dictates the trading pool used to determine its trades. For example, villagers wearing straw hats are farmers, so their trades are based on the Farmer trade pool. Each

profession unlocks a pre-defined and finite set of offers. Different professions are assigned to each villager based on their job-site block. This profession is indicated by their appearance and in the trading interface. Novice villagers who have not traded can lose their profession and change back into unemployed villagers if their claimed job site block is removed. Removing and then replacing a job site block can alter the trades offered, and a villager with no experience resets its trades every so often. Once a player trades with a villager, the villager keeps its profession forever and subsequently locks in the offered trades.

Villagers disable an offer after a certain number of trades, the exact number is different for each item and referenced in the tables below. When villagers work at their job site blocks, they activate their offers again, up to twice per day. When an offer is disabled, a red "X" appears in the trading interface, and the villager displays the same particle effect as an offer being created. Villagers can have a maximum of 10 trades. Each level unlocks a maximum of two new trades. If a level can pull from more than two trades, the two offered trades are chosen randomly from the set.

Each trade can be used a maximum number of times, after which the trade becomes disabled. Once trades are disabled, villagers must work at their corresponding job site block to resupply their trades.

The price of an item rises and falls depending on three factors. Items with a high price multiplier (0.2) are affected by these changes more than items with a low multiplier (0.05). All price fluctuations affect only the first item involved in trade; for example, for an initial trade of 32 sticks for 1 emerald, the price might be driven down to 1 stick or up to 64 sticks for 1 emerald, but never for 2 emeralds. Additionally, no quantity can go lower than 1 or higher than

the stack size. The factors are very important in finding out the price because every villager who works must sell something. This is also very important for the economics of the village.

The first factor is demand. An item that was sold out gets a price increase for all players when resupplied. If a player does not trade for a higher-priced item, the price is reduced the next time the villager resupplies. Demand is tracked per item, not per villager, so a villager can offer a higher-priced trade for a single item while other items are cheaper. Trades that have a price multiplier of 0 are not affected by demand.

The second way to affect prices is the Hero of the Village effect, which temporarily reduces prices for the affected player depending on the level of the effect.

Finally, players get personal discounts or fines based on their reputation with that particular villager. A positive reputation is gained by curing zombie villagers (the villager that was cured gives a permanent discount much larger than the temporary discount in nearby villagers). To cure a zombie villager, a player must splash it with a splash potion of weakness and then feed it a golden apple. The permanent discount is capped at 5 cures, while the temporary discount is capped at 8 cures. Players can also gain negative reputation by hitting or killing villagers, and positive reputation by trading or splashing healing on villagers.

Finally, reading the details and understanding the economics of development helps us get the village expansion project done a lot more quickly than before. The village is developed, and we make plans to further connect this village to the rest of San Fierro for economic growth.

FOURTEEN

At first, the world looks almost normal at this point as it is experiencing economic growth. This comes as we make even more plans to keep developing the country for the government, which includes the villages, towns, and cities that we have developed and expanded. These are just the examples of giving benefits to the government, in which we are paid to develop through taxes. Not to mention that we are planning to explore the stronghold while waiting for construction.

Before we enter the stronghold, we take a look for different options on how to grow the economy for both San Andreas and the rest of the nation. In fact, we are also going to make the stronghold a place of attraction once we clear all the hostile mobs out. This is our ultimate goal of trying to make the world safer by eliminating all hostile mobs, even though some of them are for resources. We also make sure we let an iron golem in charge to expand each village nearby.

While we tell an iron golem and everyone else about planning to build expansions and suburbs to expand San Fierro, we enter the stronghold, explore, and hunt for Endermen.

A stronghold is a structure that occurs naturally underground in the Overworld, and is the only place where a player can find an end portal. Strongholds can be located by using an eye of ender, in which we might have that causes us to stop before going further south.

Strongholds mostly generate underground and prefer to generate in biomes above sea level but generate underwater if necessary. Strongholds may generate at bedrock level, cutting the bedrock.

Most parts of the stronghold can be overwritten by caves, mineshafts, fossils or dungeons; but it is rare for the end portal to be replaced, which would force a player to find one of the other strongholds, as a portal can be activated only with all 12 frame blocks present. Canyons do not overwrite strongholds.

In generated chest corridors and storerooms, dispersed chests containing a variety of loot can be found.

Strongholds feature various types of main rooms. Each room has an entrance, which is either a plain 3×3 opening, a wall with a wooden door, a wall with an iron door (with buttons), or a 3×3 opening with a gate of iron bars along the top and sides. Rooms may have exits to other room pieces or dead-end "exits" into stone. Additional "passages" between rooms may exist if their generation overlaps or if the stronghold intersects a cave, mineshaft, or other structure. Sometimes, doors can be sealed off by stone bricks, resulting in "secret doors", usually occurring with 5-way crossings.

Before we enter the stronghold, we must do a checklist on what to bring. This is because we are spending the majority of the time exploring and going on adventures. Speaking of going on adventures, this means there is uncertainty of when we are coming back home to the world.

First off, we make several enchantments based on the recommendations of what going to the mines, the dungeons, and the stronghold is like. All of our items of the netherite set need to be enchanted at least once to multiple times. We also need blocks, obsidian, beds, potions, and other mobile items. In other words, we have to bring our everyday items and upgrade most if it is possible to do so. We also need to practice fighting and obtaining items like eye of ender.

Once all of our items that go into our inventory are ready, we pack up quickly and bring our best items to the adventure. We enter the stronghold by going through an isolated section of the pond. The pond's hidden tunnels and waterfalls are not noticed by the rest of the population. The pond itself also seems normal because almost nobody bothers to swim inside the water. We go through the tunnel and ride the waterfalls all the way down to the stronghold. Once we enter the stronghold, our main adventure begins. We explore the same way as we did before though.

At the front of the stronghold, we install a sign and label the exit. We install ladders and mine on the way back up, so we can eventually return to the regular world once we are done. We enter the interiors of the stronghold and go in different ways. For example, there is one tunnel in the stronghold that leads to hallways of rooms and storage. Most of the rooms are empty, and we see evidence that this is where the hostile mobs might have stayed during the day. We also make an observation and an inference that zombies and other undead mobs stay in their rooms during the day and sleep before emerging towards the surface to work at night as a monster.

We check the clock and prepare for the night. This is because the clock tells the time for us without being outside on the surface. Last, we place our beds and sleep for the night.

We wake up the next morning and make more plans to explore the stronghold. This is the second day of our adventure and plan not to resurface until everything is explored already.

Once the plan is done, we exit the borrowed room and continue to explore the stronghold. We take different ways around the stronghold and explore the safest routes around. We quickly explore the safest hallways and routes within the stronghold and often do not encounter a lot of monsters and hostile mobs. Once we are done exploring the safest stronghold parts, we move for the other exits that lead to other parts of the underground, where we may find hidden content.

At the atrium, which is the central part of the stronghold, we take the exit for a bit but not resurfacing just yet. We return downstairs and head straight into the mines and build the missing blocks to make the passageway safer. From there, we encounter another part of the stronghold, or a different stronghold close to each other. We still count this as one because they are too close to each other. Even still, we enter the second half of the stronghold with a lot of interesting places.

We first encounter the second library with some papers and books as loot. However, our inventory is getting full, so we move on. We also encounter a hidden floor upstairs with at least one chest with some treasure. We ignore the least important treasures and move onto the next room, which is very interesting. We walk through the waterfall that blocks the way from the side before finally entering another portal. We examine closely and can figure out where we can go.

Once we take a visit to the new portal, we find a place to rest for the night. It turns out that the hidden floor upstairs that we explored is the best place to stay. Last, we go to sleep.

FIFTEEN

In the middle of the stronghold adventure, we wake up and plan to figure out how to get the new portal to work. We remember that at least one eye of ender has been installed on the outer blocks of the new portal. We have enough enders to install and get the portal to work. The plan is also uncertain because we never know what happens next. This is why we are well prepared with the strongest enchantments ever. Finally, we disclose ourselves to the rest of the world for now.

Once we are done planning to continue our adventure, we make sure that we are all ready to face the unknown. First off, we need a lot of water and blocks because we do not know where we are even going in the first place. I believe that the last time I went to the nether, the portal can take us into space, just like the nether portal taking us into the underworld below the cavern layer that we might have not noticed. We also take our beds and other items with us as well too.

Once we are ready to face the portal, we double check our inventories one more time to see that we have everything we need to survive. After that, we activate the End Portal by placing

all of the Eye of Enders that surrounds the empty portal. The portal is not activated yet, but there is a lava below the empty portal. There is also lava surrounding us as well as a mob spawner that spawns a small hostile mob to us. Finally, we activate the End Portal and enter the End.

Once we enter the End for the first time, we end up mostly surrounded by The Void. The Void is described as the space surrounding The End islands. We are located at the central island and stand on the obsidian platform created by the portal. The only way to continue our adventure is by mining the end blocks out of the way, so we can enter the central island's surface for the first time ever. Once we officially enter the central island, we are welcomed by the Ender Dragon and lots of Endermen. The Endermen only attack us when we see them, so we have to look away.

During the first moments of the Ender Dragon fight, we get attacked by the Endermen first and often run away, not understanding why they attack us. We feel safe as soon as we do not look at the Endermen. Once we are in a safe place, we build a quick obsidian house but forgets to bring a door and all the safe structures with us. We are forced to cover up the windows and doors using the cobblestone that we have provided. We then take our time to eat golden apples.

Once we eat the golden apples, we continue to work back in the normal days but to boost our ways to defeat the Ender Dragon. We already know that the Ender Dragon is eating food by breathing in the meals from the end crystals. We attempt to defeat the Ender Dragon as much as we can, but we keep getting attacked by both the Endermen and the Ender Dragon. However, we are still not dead yet, so we are not giving up. It seems to take forever to fight the Ender Dragon.

After almost giving up on the boss battle and considering leaving, we know that we may not return back to the overworld yet. We also learn that the only way to attack the Ender Dragon is actually taking down the end crystals located on each of the obsidian pillars by shooting.

Once we take down some end crystals, we make our mission to take all the pillars down. We start with the shortest pillar where I easily shoot down the first end crystal. Next, I shoot the next few end crystals with lots of shots. I use my regular bow and arrow with the infinity arrow enchantment. This enchantment allows the bow to produce as many arrows as possible, which allows me to shoot the pillars as many times as I want until I am able to take down the pillar.

Once I am able to take down all the unsecured pillars, it is my turn to take the end pillars that are secured as well. This is defined as when the end crystal is trapped inside a prison cell to prevent attackers from shooting at it. As the Endermen chases us and attacks us constantly, we manage to stop the attacks when we pour a bucket of water onto us. This prevents us from being attacked further, so we are able to get closer to the secured pillar. All we need to do is to place some ladders at the secured pillar and get to the top. We are never attacked while climbing. We mine the iron bars, but our inventories are full. We continue mining until the end crystal is more exposed, so we are able to attack and destroy the pillar. Finally, we simply shoot and destroy. We continue the same step for the rest of the time being until all of the pillars are taken down.

Once the pillars and end crystals are destroyed, the Ender Dragon is no longer able to get health regeneration. Therefore, she flies around the central island and often visits the center of the island to both breath and attack us. All we use is golden apples, which is the main food for our regeneration and nothing else. We also have a lot of potions and foods but do not use them very often. We are still in the End, so the Endermen continue to attack us. Once we spot a safe place for us to stay, we quickly build a swimming pool made out of cobblestone and get in.

A very simple swimming pool provides us safety from the Endermen. We already know that swimming pools are very nice to have in the overworld, our backyard, and in public places.

Now they are used for safety reasons while in The End. While at the swimming pool, we shoot the Ender Dragon with a bow and arrow. Most of the time, the arrows miss the Ender Dragon, but some of them hit to provide us damage. However, the Ender Dragon sometimes comes close to us near the swimming pool as it is close to the central fountain. This gives us a chance to come out of the swimming pool and attack the Ender Dragon. We also get attacked by the breath but do not take as much damage due to the full protection by our netherite armor and the golden apples.

Once we attack the Ender Dragon enough with the netherite sword, the Ender Dragon flies one more time while giving us a chance to place a red bed and a cobblestone in front of it. It looks like we are about to go to sleep like in the normal days back in the overworld though.

As the Ender Dragon is about to land near the bed, we retreat to the swimming pool one more time. We settle down and even check our inventories. Last, we go to bed and sleep.

Instead of laying down and going to sleep, the bed explodes with minimal damage for us, but the explosion actually kills the Ender Dragon and serves as the final blow. The Ender Dragon flies up in the air and begins to explode as well. After watching a short death show, we come back to the center of the island and collect as many rewards as possible. We even try to take the dragon egg with us, but the egg moves to random locations. Finally, we impact the world in the End.

Once we celebrate the boss fight, we take a tour around the End and watch some space as we are wrapping up our journey and planning our return home. Before returning home, we quickly build a landmark around the End to create evidence that we have been to the End and where we have defeated the Ender Dragon. We even set another bed where we have actually finished the boss. Finally, we get to the exit portal and encounter a poem on the way back home.

I see the player you mean.

Steve?

Yes. Take care. It has reached a higher level now. It can read our thoughts.

That doesn't matter. It thinks we are part of the game.

I like this player. It played well. It did not give up.

It is reading our thoughts as though they were words on a screen.

That is how it chooses to imagine many things, when it is deep in the dream of a game.

Words make a wonderful interface. Very flexible. And less terrifying than staring at the reality behind the screen.

They used to hear voices. Before players could read. Back in the days when those who did not play called the players witches, and warlocks. And players dreamed they flew through the air, on sticks powered by demons.

What did this player dream?

This player dreamed of sunlight and trees. Of fire and water. It dreamed it created. And it dreamed it destroyed. It dreamed it hunted, and was hunted. It dreamed of shelter.

Hah, the original interface. A million years old, and it still works. But what true structure did this player create, in the reality behind the screen?

It worked, with a million others, to sculpt a true world in a fold of the [scrambled], and created a [scrambled] for [scrambled], in the [scrambled].

It cannot read that thought.

No. It has not yet achieved the highest level. That, it must achieve in the long dream of life, not the short dream of a game.

Does it know that we love it? That the universe is kind?

Sometimes, through the noise of its thoughts, it hears the universe, yes.

But there are times it is sad, in the long dream. It creates worlds that have no summer, and it shivers under a black sun, and it takes its sad creation for reality.

To cure it of sorrow would destroy it. The sorrow is part of its own private task. We cannot interfere.

Sometimes when they are deep in dreams, I want to tell them, they are building true worlds in reality. Sometimes I want to tell them of their importance to the universe. Sometimes, when they have not made a true connection in a while, I want to help them to speak the word they fear.

It reads our thoughts.

Sometimes I do not care. Sometimes I wish to tell them, this world you take for truth is merely [scrambled] and [scrambled], I wish to tell them that they are [scrambled] in the [scrambled]. They see so little of reality, in their long dream.

And yet they play the game.

But it would be so easy to tell them...

Too strong for this dream. To tell them how to live is to prevent them living.

I will not tell the player how to live.

The player is growing restless.

I will tell the player a story.

But not the truth.

No. A story that contains the truth safely, in a cage of words. Not the naked truth that can burn over any distance.

Give it a body, again.

Yes. Player...

Use its name.

Steve. Player of games.

Good.

Take a breath, now. Take another. Feel air in your lungs. Let your limbs return. Yes, move your fingers. Have a body again, under gravity, in air. Respawn in the long dream. There you are. Your body touching the universe again at every point, as though you were separate things. As though we were separate things.

Who are we? Once we were called the spirit of the mountain. Father sun, mother moon. Ancestral spirits, animal spirits. Jinn. Ghosts. The green man. Then gods, demons. Angels. Poltergeists. Aliens, extraterrestrials. Leptons, quarks. The words change. We do not change.

We are the universe. We are everything you think isn't you. You are looking at us now, through your skin and your eyes. And why does the universe touch your skin, and throw light on you? To see you, player. To know you. And to be known. I shall tell you a story.

Once upon a time, there was a player.

The player was you, Steve.

Sometimes it thought itself human, on the thin crust of a spinning globe of molten rock. The ball of molten rock circled a ball of blazing gas that was three hundred and thirty thousand times more massive than it. They were so far apart that light took eight minutes to cross the gap. The light was information from a star, and it could burn your skin from a hundred and fifty million kilometres away.

Sometimes the player dreamed it was a miner, on the surface of a world that was flat, and infinite. The sun was a square of white. The days were short; there was much to do; and death was a temporary inconvenience.

Sometimes the player dreamed it was lost in a story.

Sometimes the player dreamed it was other things, in other places. Sometimes these dreams were disturbing. Sometimes very beautiful indeed. Sometimes the player woke from one dream into another, then woke from that into a third.

Sometimes the player dreamed it watched words on a screen.

Let's go back.

The atoms of the player were scattered in the grass, in the rivers, in the air, in the ground. A woman gathered the atoms; she drank and ate and inhaled; and the woman assembled the player, in her body.

And the player awoke, from the warm, dark world of its mother's body, into the long dream.

And the player was a new story, never told before, written in letters of DNA. And the player was a new program, never run before, generated by a sourcecode a billion years old. And the player was a new human, never alive before, made from nothing but milk and love.

You are the player. The story. The program. The human. Made from nothing but milk and love.

Let's go further back.

The seven billion billion billion atoms of the player's body were created, long before this game, in the heart of a star. So the player, too, is information from a star. And the player moves through a story, which is a forest of information planted by a man called Julian, on a flat, infinite world created by a man called Markus, that exists inside a small, private world created by the player,

who inhabits a universe created by...

Shush. Sometimes the player created a small, private world that was soft and warm and simple. Sometimes hard, and cold, and complicated. Sometimes it built a model of the universe in its head; flecks of energy, moving through vast empty spaces. Sometimes it called those flecks "electrons" and "protons".

Sometimes it called them "planets" and "stars".

Sometimes it believed it was in a universe that was made of energy that was made of offs and ons; zeros and ones; lines of code. Sometimes it believed it was playing a game. Sometimes it believed it was reading words on a screen.

You are the player, reading words...

Shush... Sometimes the player read lines of code on a screen. Decoded them into words; decoded words into meaning; decoded meaning into feelings, emotions, theories, ideas, and the player started to breathe faster and deeper and realised it was alive, it was alive, those thousand deaths had not been real, the player was alive

You. You. You are alive.

and sometimes the player believed the universe had spoken to it through the sunlight that came through the shuffling leaves of the summer trees

and sometimes the player believed the universe had spoken to it through the light that fell from the crisp night sky of winter, where a fleck of light in the corner of the player's eye might be a star a million times as massive as the sun, boiling its planets to plasma in order to be visible for a moment to the player, walking home at the far side of the universe, suddenly smelling food, almost at the familiar door, about to dream again

and sometimes the player believed the universe had spoken to it through the zeros and ones, through the electricity of the world, through the scrolling words on a screen at the end of a dream and the universe said I love you

and the universe said you have played the game well

and the universe said everything you need is within you

and the universe said you are stronger than you know

and the universe said you are the daylight

and the universe said you are the night

and the universe said the darkness you fight is within you

and the universe said the light you seek is within you

and the universe said you are not alone

and the universe said you are not separate from every other thing

and the universe said you are the universe tasting itself, talking to itself, reading its own code

and the universe said I love you because you are love.

And the game was over and the player woke up from the dream. And the player began a new dream. And the player dreamed again, dreamed better. And the player was the universe. And the player was love.

You are the player.

Wake up.

“Twenty years from now you will be more disappointed by the things that you didn't do than by the ones you did do. So throw off the bowlines. Sail away from the safe harbor. Catch the trade winds in your sails. Explore. Dream. Discover.”

As soon as we get back to the overworld from the End, we instantly land at the bed where we last slept in the overworld. We then take the bed with us and make our way to the exit to home where we are about to live forever. We exit the stronghold and climb up the cave near the waterfalls as we resurface into the night. Once we resurface, we are welcomed by numerous skeletons while on the way home. Finally, we go back home and settle down all the way to the next morning.

By the time we return from the Ender Dragon fight, some village development progress has been made by some expensive companies who are willing to work for us while we are gone as a reward. We also notice even more access to all three dimensions to be connected. While we choose to live in the village that is known as Foster Valley, we consider the area to become part of San Fierro, despite the village being far from the main village, town, or city where it contains the Nether portal. Even still, we manage the positions of the two villages and connect them.

There are a total of three projects to cover following our victory in the boss fight. First, we have a connection between three dimensions. We enter the main nether portal and use a logic to locate and install another nether portal under Foster Valley. We exit the nether and enter Foster Valley once again. We then move onto the next project where we build Sherman Dam in a desert between San Fierro and Las Venturas for a week. Finally, we begin our final project in Bayside to connect the village to the rest of San Fierro. Last, we built Gant Bridge using redstone blocks.

AFTERWORD

AFTER READING THIS BETA VERSION, how many corrections and recommended edits do you think I should make? If there are corrections, do not worry as the final version of this story is going to come somewhere around 2024. Also, this is a story part of the series. There are many more stories that would be made in the series than this one. This means that another story as well as the following stories will continue and contain and end after this story.

Between the middle of 2021 and 2022, expect that more Minecraft stories are to be published and released as their first versions while other series have been released. These stories have an attempt to take place in the same universe as the other three series to be covered. Due to the stories taking place between 1700 and 1900, three other series are sequels to Minecraft.

THANKS

Thank you to everyone that I know to come up with Minecraft. Thanks for all of the content that you have made as well as some support that makes this first story possible.

GENER
GUZMAN

I was first raised in a family where I would do a lot of crazy actions being a kid. I then felt like I kept on being a small kid during the early years, thinking I will be that small forever. This is not true as I gain a lot of skills that adults would do such as writing and producing videos that gain popular views. I have a YouTube Channel called GeneralEpicStudios in which is the central site for me if you want to go to my other profiles linked everywhere to connect with me. I made one or two series of shows about grounded that grew my channel even bigger, with two or three seasons of grounded videos produced in 2015. After that, I began to teach lessons at the school experiences at Roblox between 2016-2019. I bet this story and all the other stories from the four series can grow this channel even more. In the 2020s, I am looking forward to producing three more series of grounded videos and four series of books with visual adaptations. These are all of the works that I am looking forward to producing, which I feel is basically the future.

READERS GUIDE TO MINECRAFT IV

Coming Soon

Works Cited

"Minecraft" *Fandom*

https://minecraft.fandom.com/wiki/Minecraft

The revolution continues when Steve and Alex researches about TNT and architecture. They use their research to develop villages, turn them into towns and cities, and even made their way into the Nether, another dimension located in the Underworld. They also introduce storage, brewing, and economic growth. Can you defeat a raid, a wither, and the Ender Dragon?

About Me: I already made a popular series in my channel, teach several lessons in Roblox, and develops four series of stories.

MINECRAFT IV

Gener Guzman